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A VIDEO GAME!
YOU MAKE THE DECISIONS!

You are an Interplanetary Spy. Your mission is to fly the experimental X-wing starship to the planet Doorna. Monsters have taken over the planet and you must restore peace!



To begin your mission, memorize
your Interplanetary Spy
ISBN number below.

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ISBN 0-553-23941-4

YOU TRACK DOWN
THE VILLAIN!

BE
AN

INTERPLANETARY SPY™

MONSTERS
OF DOORNA

A BANTAM BOOK

23941-4-\$1.95*



OVER 25 SPACE GAMES

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WANTED:

The monsters of
the planet Doorna.

WHEREABOUTS:

Sector 512.

YOUR MISSION:

Track down the monsters and
make the planet safe again.

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**MONSTERS
OF DOORNA**

by Seth McEvoy
Illustrated by Marc Hempel
and Mark Wheatley

A
Byron Preiss
Book



BANTAM BOOKS
TORONTO • NEW YORK • LONDON • SYDNEY

To John K. McEvoy, my father

Seth McEvoy, author, is an active member of the Science Fiction Writers of America; a video game designer and programmer; and is currently writing a critical study of the work of Samuel R. Delany.

Marc Hempel and *Mark Wheatley*, illustrators, joined forces in 1980 as Insight Studios to produce comics, illustrations, and graphic design. Marc Hempel has a degree in Painting and Illustration from Northern Illinois University. His work has appeared in *Heavy Metal*, *Epic Illustrated*, *Bop*, *Fantastic Films*, *Video Action*, and *Eclipse*. Mark Wheatley has a degree in Communication Arts and Design from Virginia Commonwealth University. His work has appeared in *Metal*, *Epic Illustrated*, *Zebra Books* and on Avalon Hill Games. Currently he and Marc are collaborating on a graphic story series, *Mars*.

RL3, IL age 9 and up

MONSTERS OF DOORNA

A Bantam Book/November 1983

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Introduction

You are an Interplanetary Spy. You are about to embark on a dangerous mission. On your mission you will face challenges that may result in your death.

You work for the Interplanetary Spy Center, a far-reaching organization devoted to stopping crime and terrorism in the galaxy. While you are on your mission, you will take your orders from the Interplanetary Spy Center. Follow your instructions carefully.

You will be traveling alone on your mission. If you are captured, the Interplanetary Spy Center will not be able to help you. Only your wits and your sharp spy skills will help you reach your goal. Be careful. Keep your eyes open at all times.

If you are ready to meet the challenge of being an Interplanetary Spy, turn to page 1.

TOP
SECRET

You are an Interplanetary Spy
cruising in your starship
through deep space. Your next
stop—the planet Alvare. To re-
ceive clearance for landing,
enter your Interplanetary Spy
ISBN number below.

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If you are not sure, examine the back cover of this
book.
Turn to page 2.

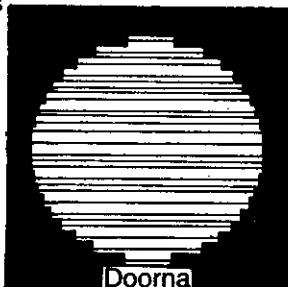
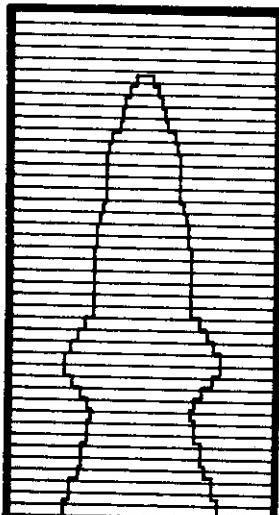
On Alvare you receive a message tape at the Interplanetary Spy rocket base:

"Greetings, Spy! Recently, we received an emergency message from the Spy Listening Post on the distant planet Doorna, in Sector 512. The listening post is a giant space radio tower used to warn Spy Center of any interplanetary dangers. The tower was built by the Setali, the ancient and mysterious inhabitants of Doorna. Almost nothing is known about this planet.

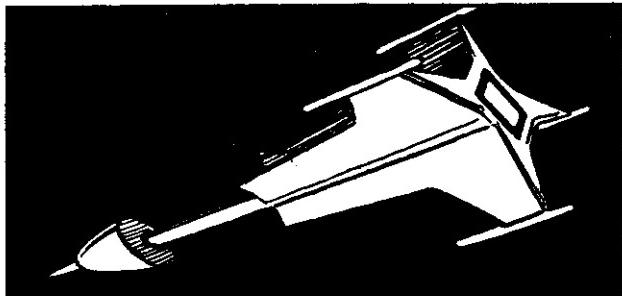
"This part of the Setali's message got through:

MUST EVACUATE
PLANET . . . AT-
TACKED BY MON-
STERS . . .

"Then the transmission went dead.

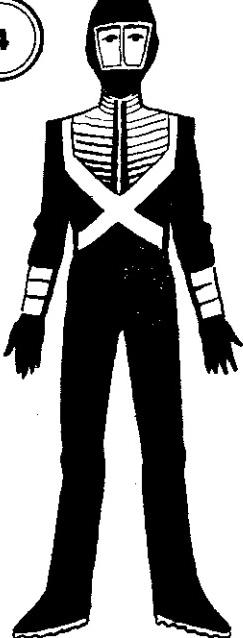


"Your mission is to travel to Doorna, find out what happened to the Setali and turn the tower on again."



To travel to Doorna, you are given a new kind of spaceship: the X-wing starship, also known as the X-craft. This ship can travel faster than any other type of ship in the galaxy. Only in a kind of deep sleep known as suspended animation can your body take the strain of the X-craft's high speed.

Turn to page 4.



Your mission on Doorna will involve unknown dangers, so you are given special equipment to wear.

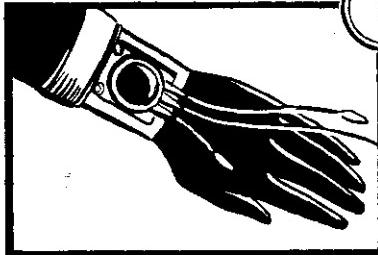
Your uniform will make it easy for you to hide. It can change color to blend in with any surroundings.

Here is an example of how your uniform can blend in with the background. If you need to hide in a forest, no one will be able to see you.

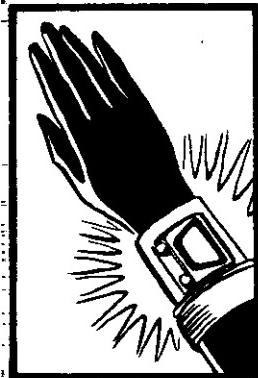
Using this feature too often will drain your power unit, so use it only when you really need it.



On your left wrist is a stun-thread gun. It shoots out threads that stick onto things and can stun a person or an animal with electricity.



On your right wrist is a special scanner that can function as a computer and can tell what something is made of. Use it often. You can "talk" to it with thought waves.



You will also have special macro-boots. The boots can stick to any surface without slipping. You will be able to walk on a ceiling!



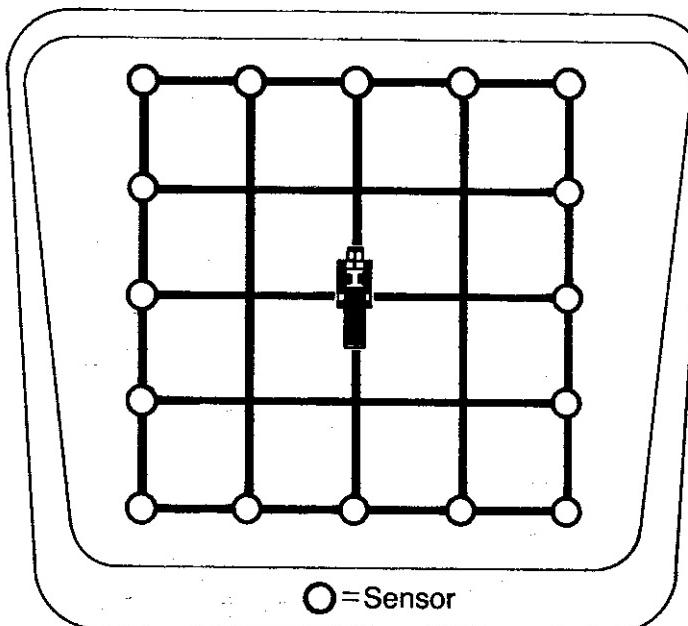
Your code name for this mission is:

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| L | I | F | S | E | E | K | E |
|---|---|---|---|---|---|---|---|

Turn to page 6.

You are ready to go to your X-craft at the Spy Center launching area.

To make sure that no one else can get in the X-craft, the entry hatch has been sealed. You can open it by standing at the center and shooting your stun threads to some of the round sensors on the edge of the platform. The hatch will then open so you can go aboard.



Your stun threads must pass over the tiles, not go along the lines. How many sensors should your stun threads reach?

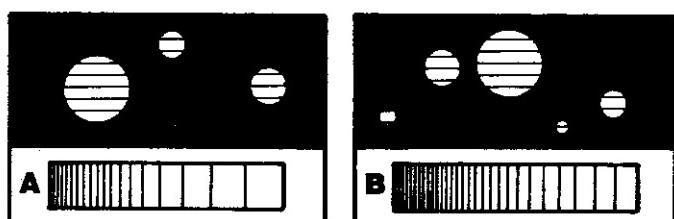
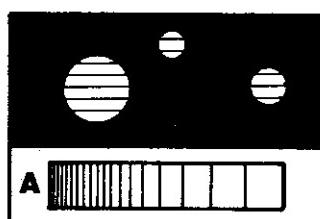
12 sensors? Turn to page 11.

16 sensors? Turn to page 13.

The light patterns of stars are *narrow* at the *left* end and *wide* at the *right*. A pattern that starts out very narrow and gets very wide shows a great change.



Here are two light patterns. Each is for a certain type of star. Which one is the light pattern of Doorna's stars? That is, which one changes more? (Remember, Doorna is very far away.)



A

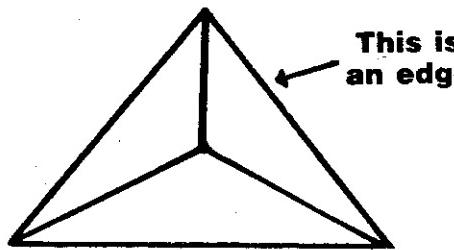
B

A? Turn to page 12.

B? Turn to page 10.



You are inside the cockpit. You must put yourself to sleep by filling the ship with special sleep crystals. To do this, you must instruct the X-craft's computer to make the crystal that appears on its screen. You must tell the computer how many edges a sleep crystal has. Be careful! If you give the computer the wrong instructions, it may think you don't belong on the ship.

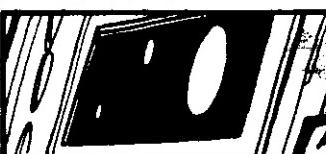


**3 edges? Turn to page 13.
6 edges? Turn to page 14.**

The X-craft goes through unknown space.



No Spy has ever gone this far from Spy Center before.



In the deep sleep of suspended animation, you have no dreams. The X-craft's computer sets off an alarm when you reach Doorna.



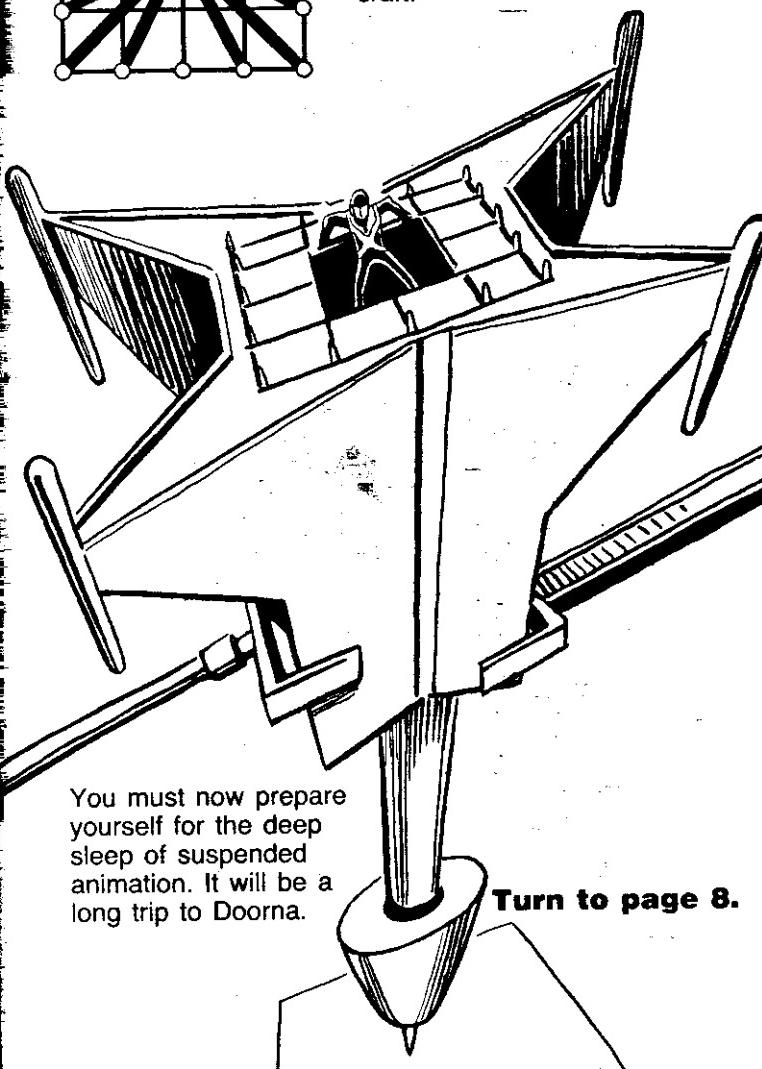
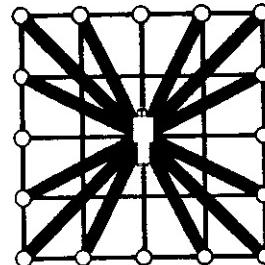
You wake up and rush to the viewport to see Doorna, the unknown planet!

Turn to page 23.

You weren't thinking clearly, and you picked the wrong light pattern. The X-craft takes off as you fall asleep. When you wake up, your X-craft is in the middle of an Interplanetary Traffic Jam. By the time you get out, you will be too late to complete your mission.



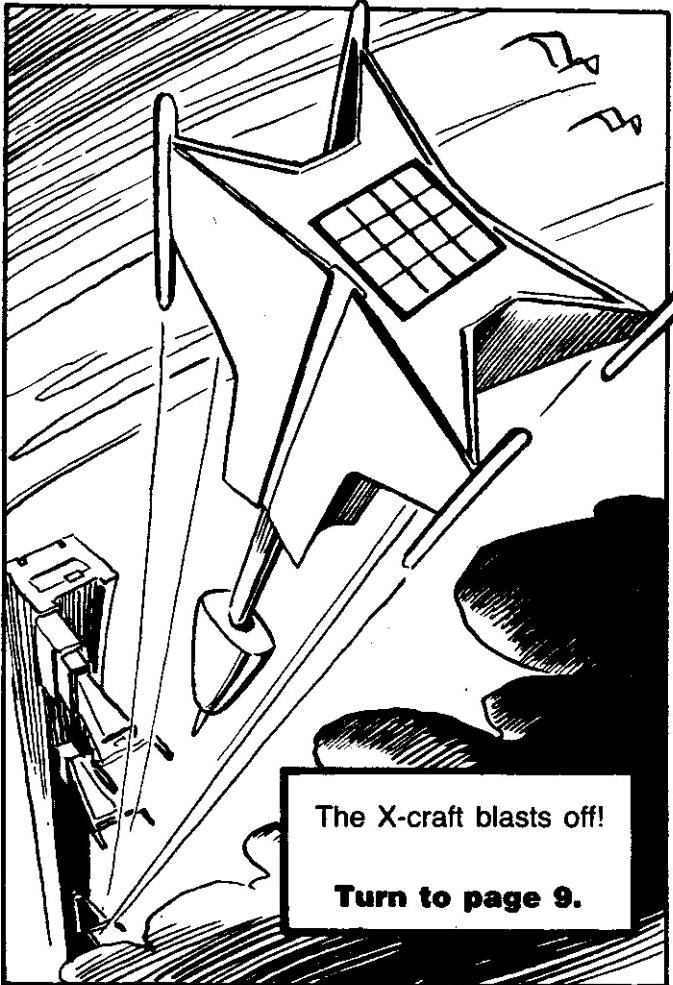
You did it! The hatch opens, and you lower yourself into the X-craft.



You must now prepare yourself for the deep sleep of suspended animation. It will be a long trip to Doorna.

Turn to page 8.

Good! You chose the correct light pattern. The computer sets your course for Doorna. You can feel the X-craft's engines rumbling below you. As you fall asleep you realize that you will be the first Spy ever to go so far, so fast!



The X-craft blasts off!

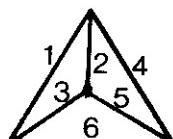
Turn to page 9.

You made a mistake! A powerful explosion rocks the X-craft. Your plans for this mission are wrecked, and so are you. Maybe you'll be more careful next time.



The End

Good work, Spy!



The inside of the X-craft begins to fill with the sleep crystals. In less than five minutes, you will go into suspended animation.

Now you must set the X-craft's computer for Doorna. The computer will lock in on the light pattern of the two suns in Doorna's sky. A sun is a star. These suns are the brightest stars in sector 512.

Turn to page 7.

You wake up. You cannot see anything, but you can tell you are no longer in the X-craft.



What happened? Did you crash? Are you on Doorna?

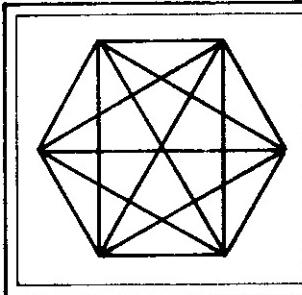
Turn to page 16.

You use the scanner on your wrist. It tells you that you are in a large room without doors or windows. Your scanner sees that the room's walls are made up of six-sided tiles.

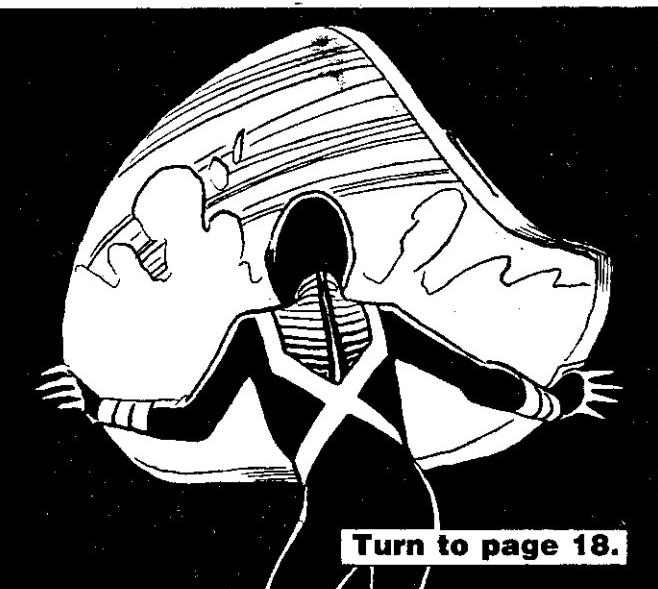


Turn to page 25.

It works! The nine stun threads are strong enough to loosen the tile. The tile shifts and comes out a little. You grab the edges and take it out. You can see daylight!



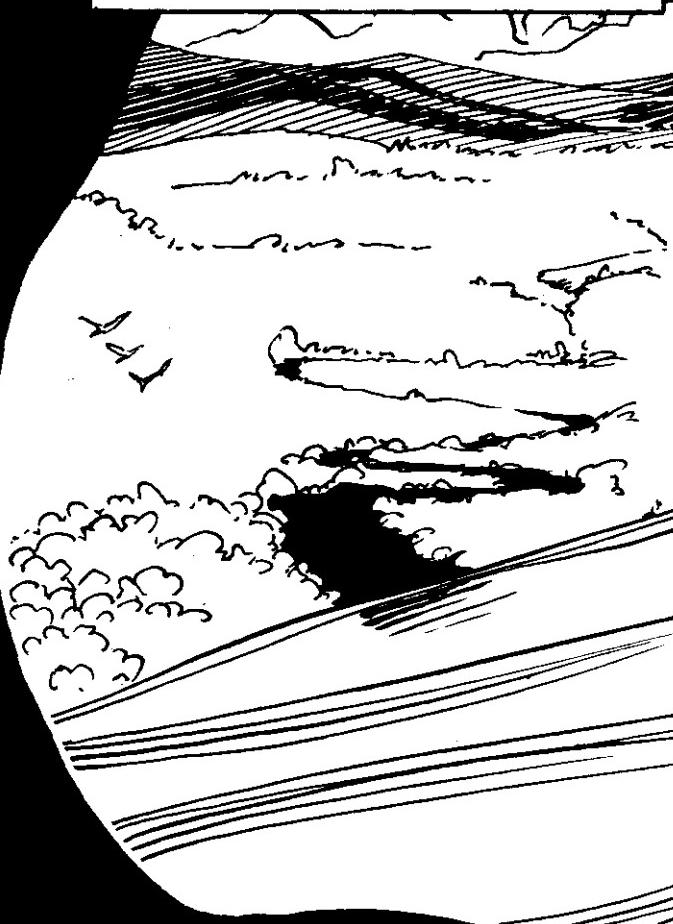
You climb through the hole and see that you are in a larger room. There is a window at the end of the room. There is no glass in the window, and cold air is blowing in.



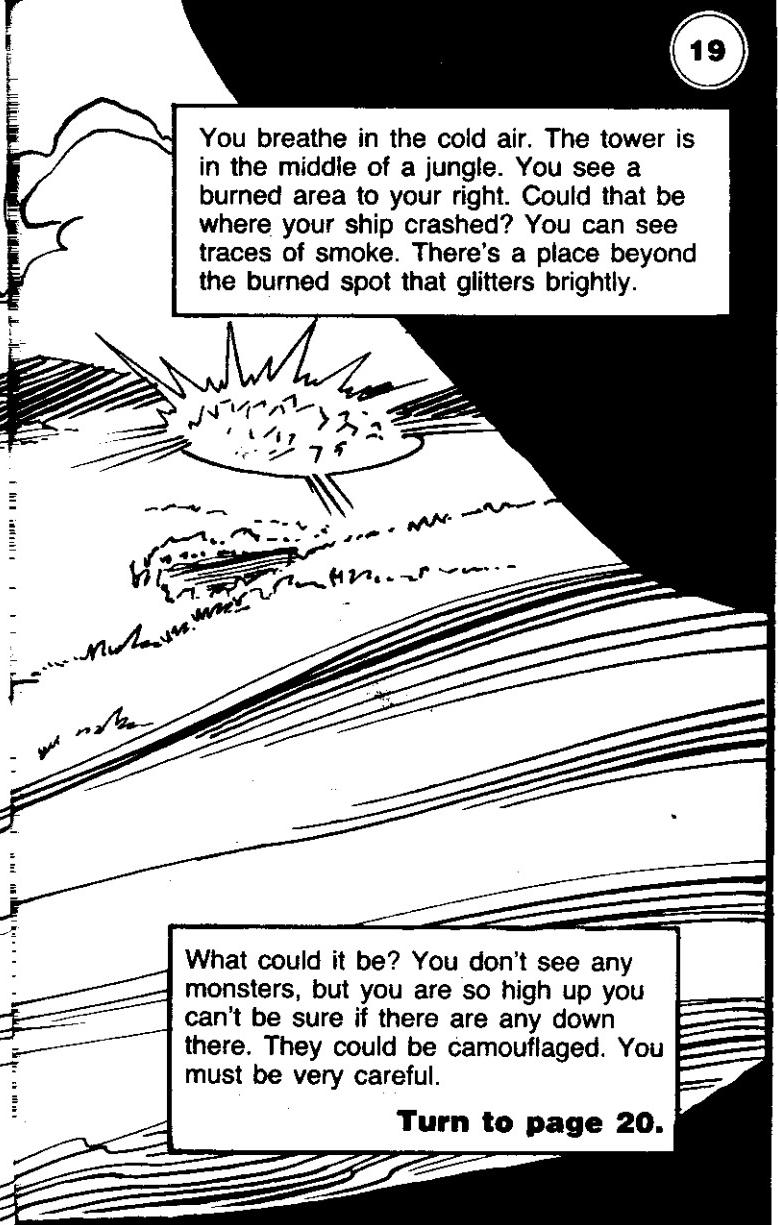
Turn to page 18.

The surface of the planet stretches out below you. You see the twin suns in the sky, rising over mountains in the distance.

You've made it to Doorna! You must be inside the Setali's tower—the Spy Listening Post! Nothing else could be this high up. How did you get in here, and where is your X-craft?



You breathe in the cold air. The tower is in the middle of a jungle. You see a burned area to your right. Could that be where your ship crashed? You can see traces of smoke. There's a place beyond the burned spot that glitters brightly.



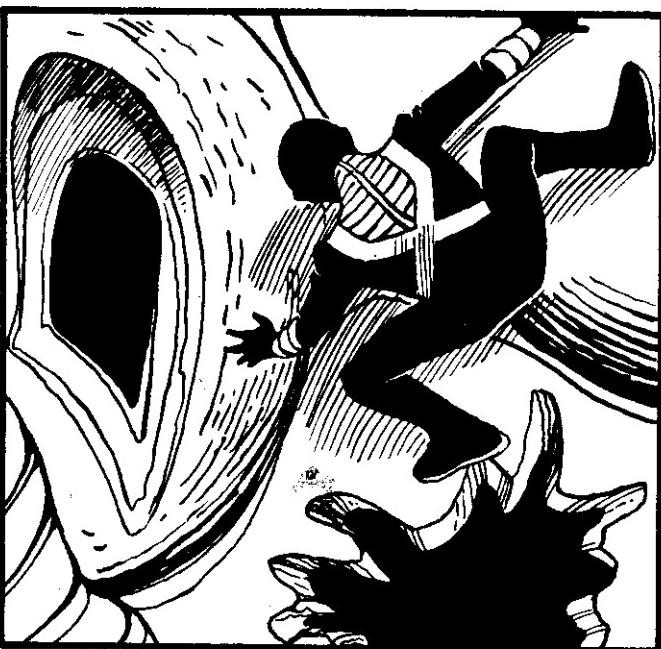
What could it be? You don't see any monsters, but you are so high up you can't be sure if there are any down there. They could be camouflaged. You must be very careful.

Turn to page 20.

The room has no doors, so you climb out the window. You can see that you are near the top of the tower. It is a long way down! Because you have your special macroboots, you are able to walk down the outside of the tower without slipping.



Go on to the next page.



You climb down for a long time until you come to two windows. One has broken, jagged edges. You hear something moving inside! You decide to explore.

Turn to page 24.

Your attempt fails. You have made a mistake somewhere—nothing you do works.

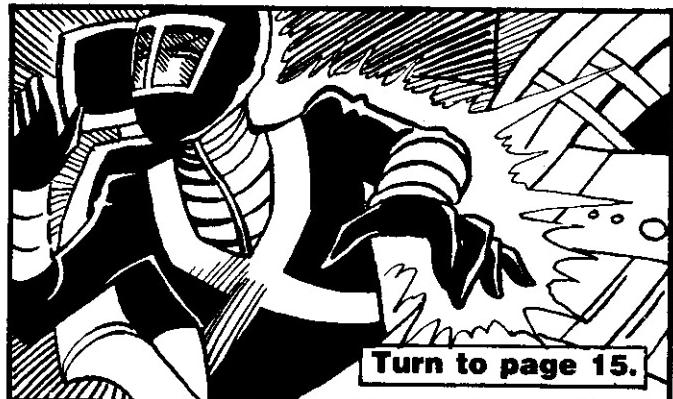
You are stuck here forever.



You look for the space radio tower that the Setali built. You see it on the screen. Wait! A flickering ray is coming up toward your X-craft.



The ray hits the X-craft, and you are stunned by the impact. The X-craft is falling as you lose consciousness.

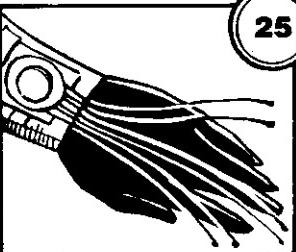




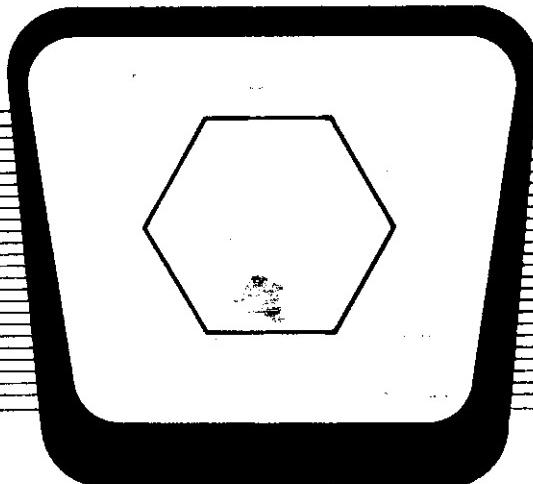
You carefully look around the broken edge of the window. It is dark inside. There is just enough light to see a monster! It sees you and moves toward you!

You quickly climb over to the other window and go through it.

You use your scanner to examine some of the wall tiles more carefully. You try to loosen the tiles, but you can't. You've got to get out!



Your scanner shows you a single tile. You can pull its corners with stun threads to loosen it from the wall. Then you could pull it out.



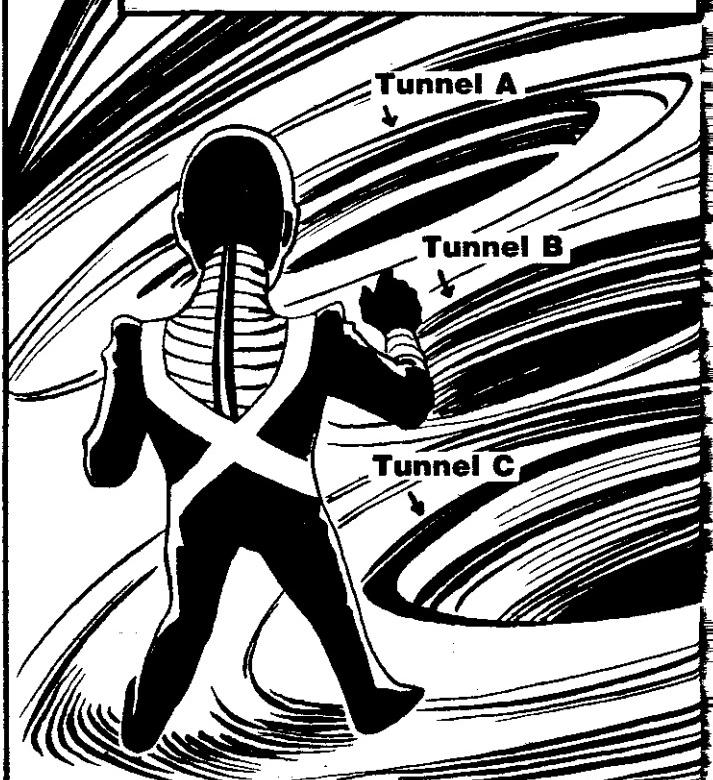
How many threads must you string across the tile so that all the corners are connected? Do not connect along the outside edges. Do not connect any of the corners twice.



Turn to page 33.

**9 threads? Turn to page 17.
6 threads? Turn to page 22.**

The tunnel you're in branches out into three tunnels! You're not sure which way to go. You must pick one of the tunnels and follow it. You have no way of knowing which tunnel to follow, so one tunnel is as good as another.



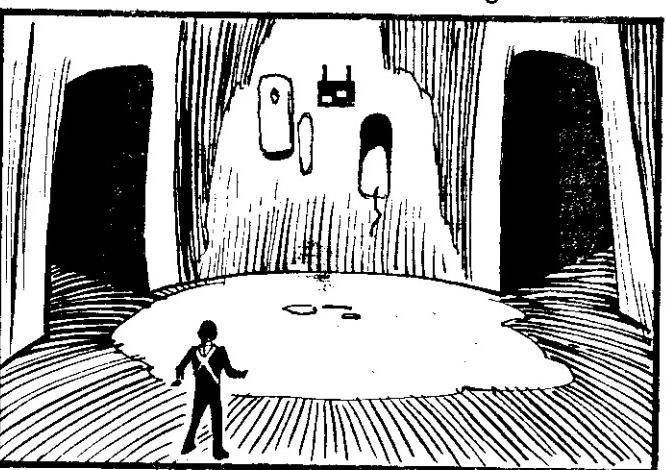
Follow Tunnel A? Turn to page 35.
Follow Tunnel B? Turn to page 47.
Follow Tunnel C? Turn to page 51.

Remember which tunnel you take in case you come back this way again.

You avoid the monster and find the round doorway out of the dust-filled room. Another second and you would have choked to death!

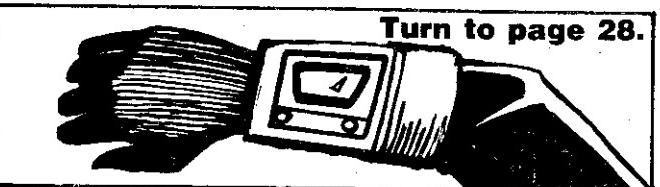


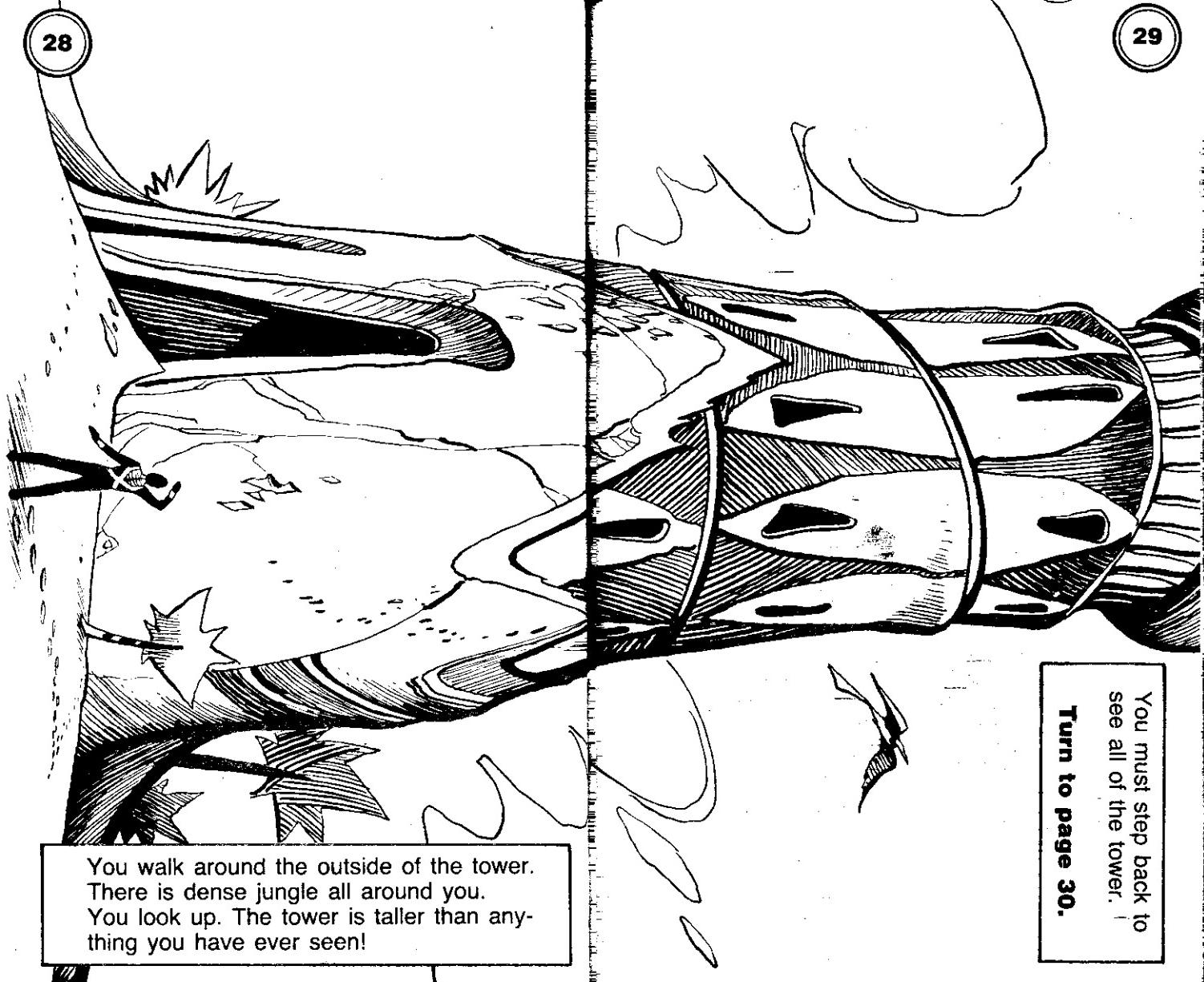
You find a tunnel leading downward. After a long time, you come to the bottom of the tower. You see a sign that tells you that this is where the signal controller should be. But it is gone!



You must find out where it is. Your scanner is able to track the direction it was taken. You must leave the tower and get the signal controller. You see a doorway that leads outside!

Turn to page 28.





You walk around the outside of the tower.
There is dense jungle all around you.
You look up. The tower is taller than anything you have ever seen!

You must step back to
see all of the tower.

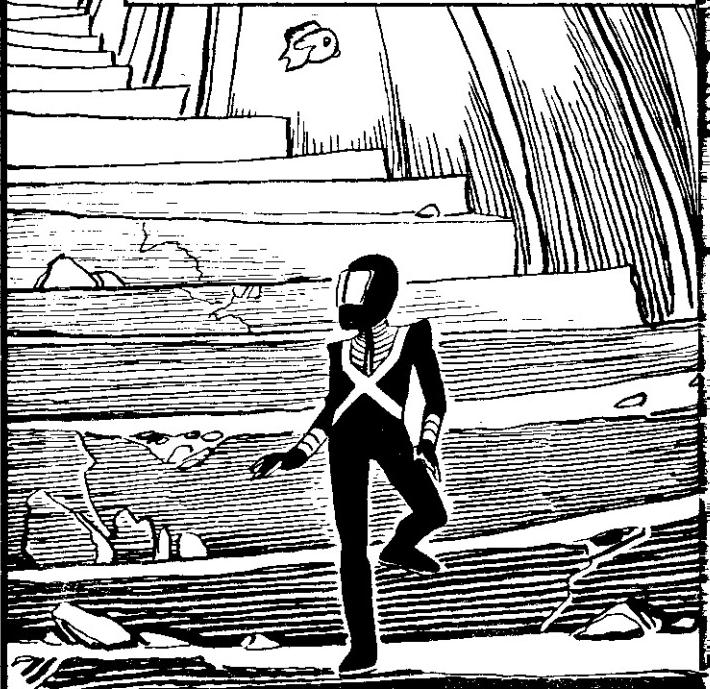
Turn to page 30.

If the Setali could build something like this, how could they have been defeated by anything, even monsters?

Turn to page 34.



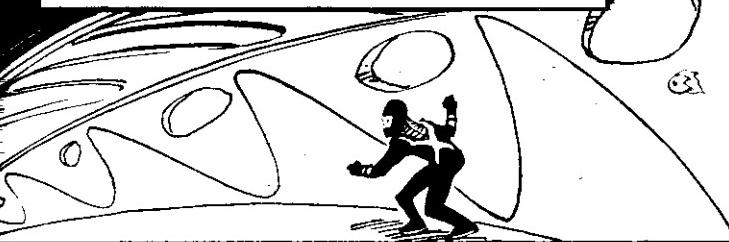
You find stairs that look like they were made a long time ago. You're not sure what the Setali look like, but these stairs are larger than stairs built for humans. The Setali must be very big.



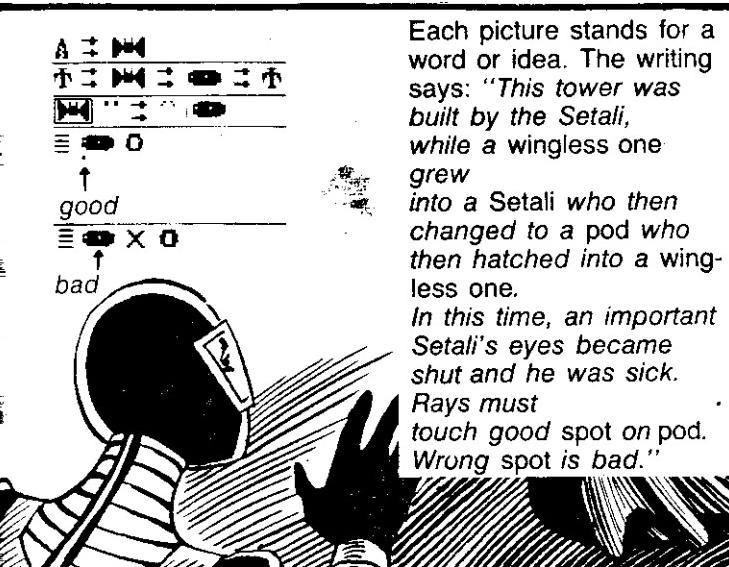
Once again you feel that you are being watched. Someone or *something* put you in this tower. Whoever or whatever it was must have had a reason for wanting you here—but what?

Turn to page 37.

You are in a room that has a tunnel leading downward. You start walking.



You see that something has been scratched into the tunnel wall. It is a kind of picture writing! Your scanner helps you read it.

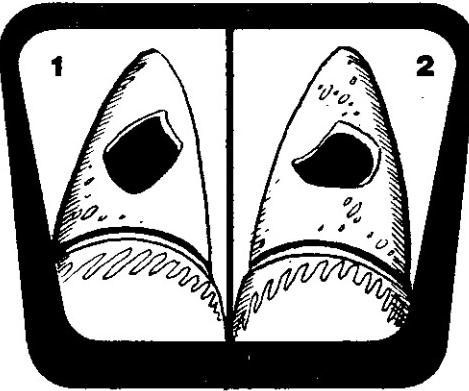


Suddenly you sense that you're being watched! You turn around quickly, but you see nothing.

Turn to page 26.



You must find the stolen signal controller. Then you can turn on the tower and call Spy Center. Maybe you can even call the Setali. Your mission is to find out what happened, and the Setali are the only ones who know. It would be easier to search for the signal controller if you had your ship. When you were in the tower top, you saw a burned area where your ship may have crashed. If you can find the window you were looking out, you can tell which direction your ship is in.



1

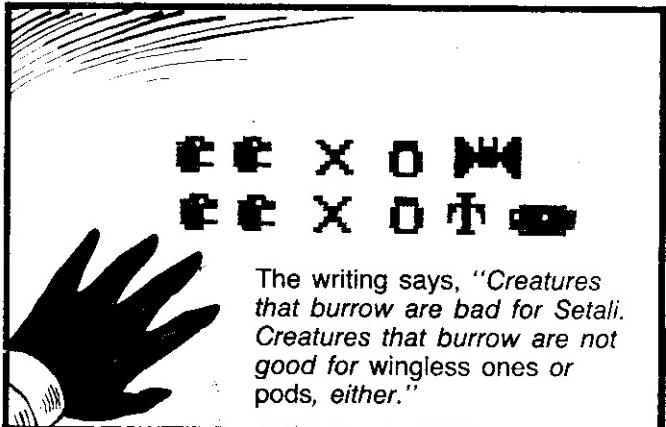
2

You walk around the tower. You see two windows that are at about the right height. Which is the window you were looking out?

**Window 1? Turn to page 46.
Window 2? Turn to page 36.**

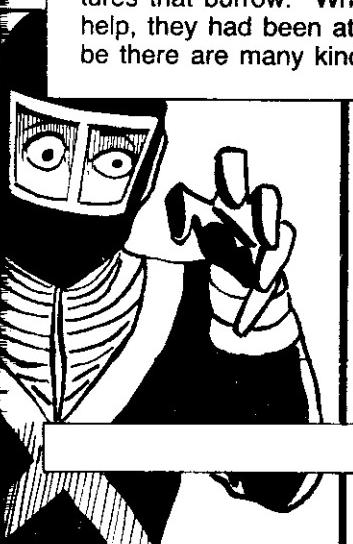
Check page 17 if you are not sure. Remember, you are outside the tower, so the window will have the opposite shape of the shape it had *inside* the tower.

You enter one of the tunnels. You come to more picture writing. Your scanner helps you to read it.



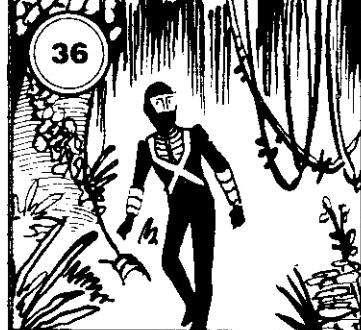
The writing says, "Creatures that burrow are bad for Setali. Creatures that burrow are not good for wingless ones or pods, either."

The monster you saw through the jagged window looked like it could have been one of the "creatures that burrow." When the Setali called for help, they had been attacked by monsters. Maybe there are many kinds of monsters.



You break off a piece of the wall to analyze it with your scanner. It is made up of mud and leaves. The Setali made it so smooth you thought it was cement. You keep going.

Turn to page 32.

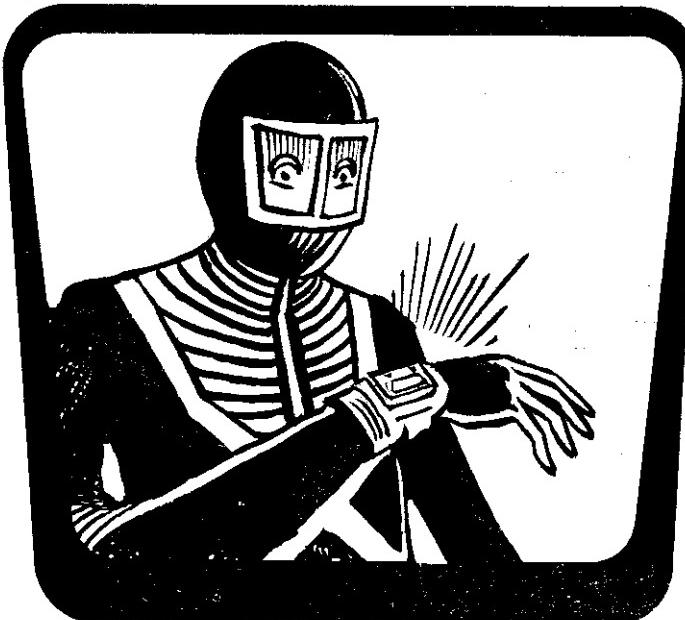


Good.

You walk in the direction you think your X-craft is. Even if it crashed, you may be able to repair it. You still don't know how you got from your ship to the tower.

As you take a deep breath of the jungle air, your scanner sounds an alert!

Something is very wrong. According to the scanner, the air of Doorna is deadly to human life. Even though it seems all right, the scanner tells you that you will die in 24 hours, unless you can get to a place where you can breathe normal air!



Turn to page 45.

You come to a room that has three more tunnels leading out of it. Above two of the tunnels you see signs. The scanner is able to tell you that the third tunnel is safe. Your scanner is picking up noises from somewhere, and it can't read the signs above the first two tunnels.



Can you remember the picture writing you have seen? If you're not sure of what the signs say, take the safe tunnel!

Tunnel?

Turn to page 42.

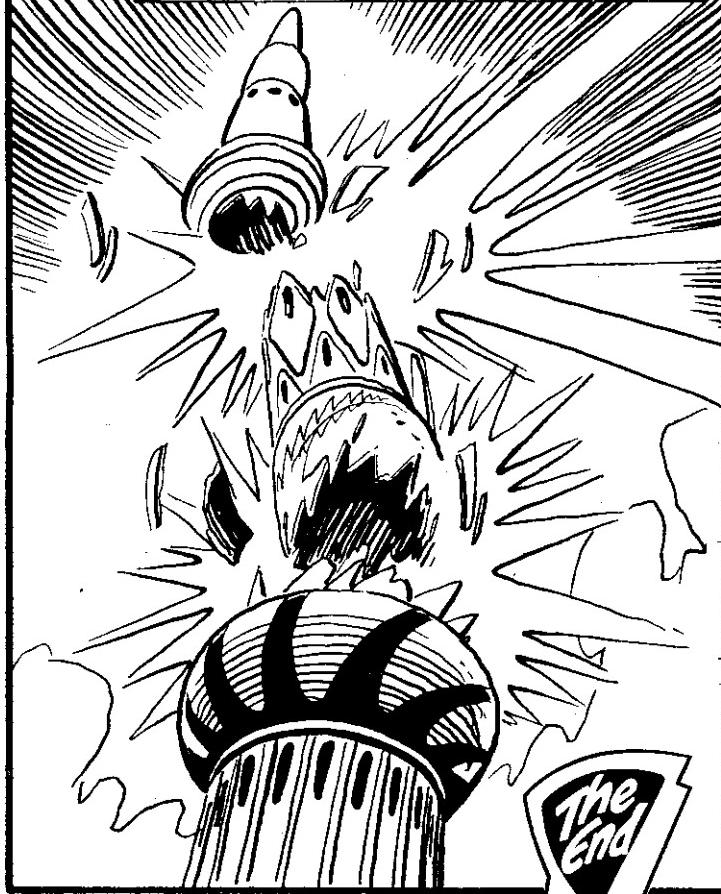
Tunnel?

Turn to page 49.

Tunnel?

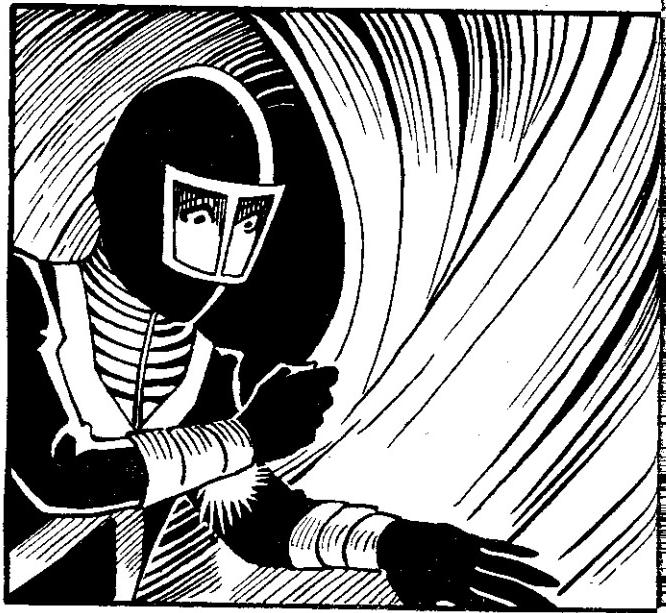
Turn to page 26.

You attempt to activate the tower transmitter with the signal controller. But you do it wrong! The tower blows up. You will not be able to escape before Doorna's deadly poison air gets you.



You miscalculated, Spy! The tide is coming in fast, and you are trapped! The water is too cold for you to swim to shore.

You notice other kinds of marks on the walls. Perhaps if you use your scanner to analyze the marks, you will learn something about the mysterious Setali, the builders of the tower.

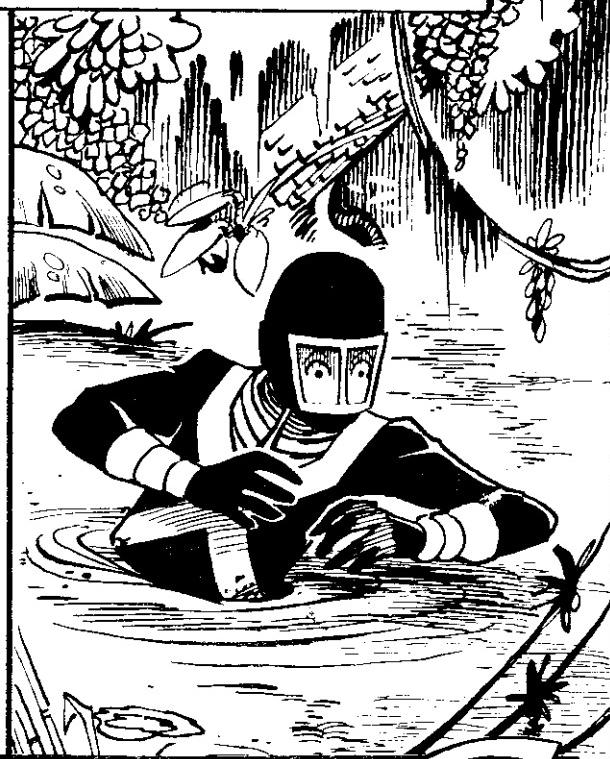


Your scanner tells you that the "hand" that made the marks on the wall looks like a claw. But no monster would have made such artistic-looking patterns.

You continue along the tunnel.

Turn to page 37

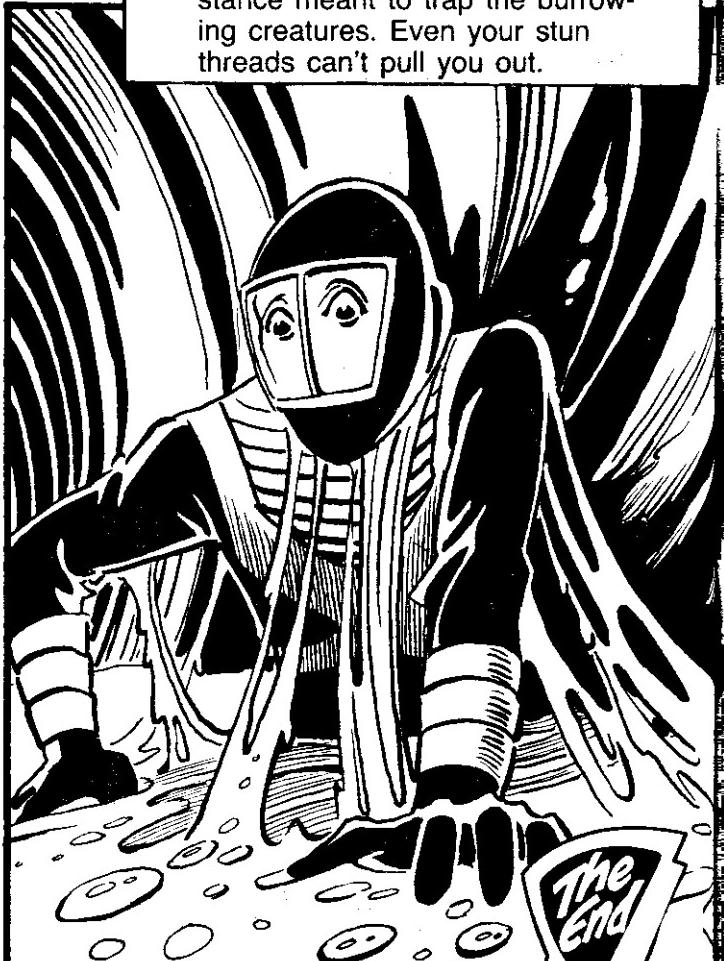
You walk for a long time. You are tired and hungry. You don't see your ship.



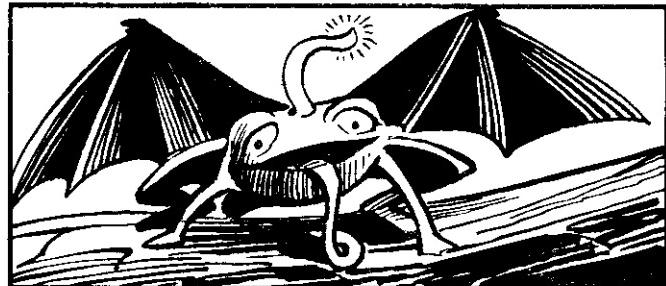
You suddenly notice that the ground you are walking on has become soft and squishy. Before you can turn on your macro-boots, you start to sink into the ground. You are sinking in quicksand!



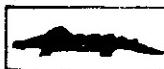
You went the wrong way.
You are trapped in a sticky substance meant to trap the burrowing creatures. Even your stun threads can't pull you out.



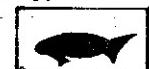
The batwing creature doesn't attack you. Maybe you can make friends with it. Your scanner tells you that it could be a reptile, an amphibian, or a bird. Reptiles are smarter than amphibians, so if it is a reptile, it might help you.



Your scanner tells you the average kad-degree temperature of three types of animals:



Reptile
45°

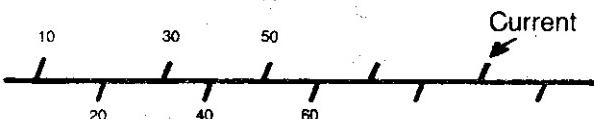


Amphibian
50°



Bird
95°

The average body temperature of the creature you see is half the current temperature of Doorna. This shows the current temperature of Doorna:

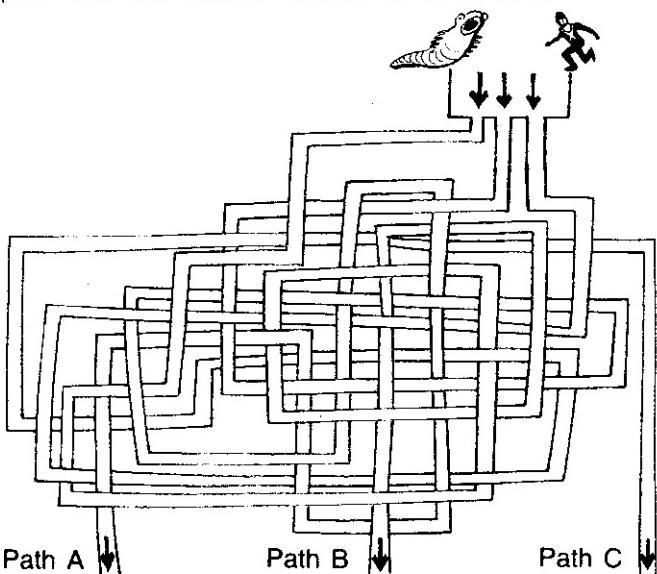


Is it a reptile? Turn to page 59.
Is it an amphibian? Turn to page 41.
Is it a bird? Turn to page 48.

Suddenly you hear a noise behind you. It's a monster like the one you saw before! You run, but you can hear it following you.



You come to a part of the tunnel with three open doors in the wall. Your scanner shows you the path that each door leads to. You can run faster if you don't have to turn too many corners. Which path has the fewest number of turns in it?



Path A? Turn to page 42.

Path B? Turn to page 22.

Path C? Turn to page 37.

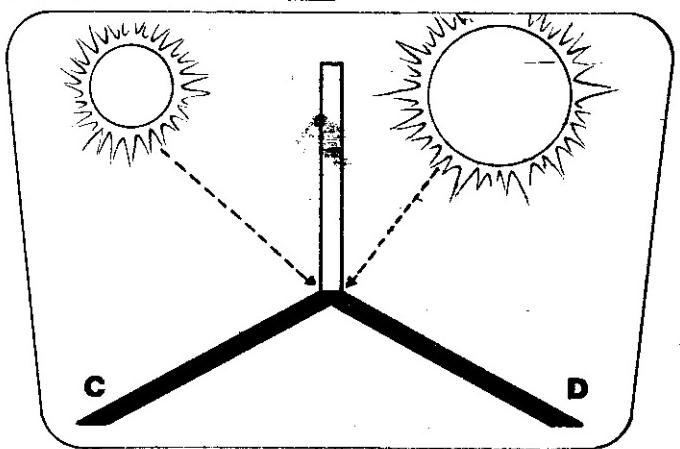
Now you must get to your ship as soon as possible. The X-craft will have good air for you to breathe.



Unfortunately, you have lost track of which direction your ship is in. You remember that Doorna's twin suns were rising, and this gives you an idea. You put a stick in the ground and watch the shadows that come from the twin suns.



As the suns move, so do the shadows. Each sun has its own shadow. Shadow C gets longer, shadow D gets shorter. Are the suns moving left or right?



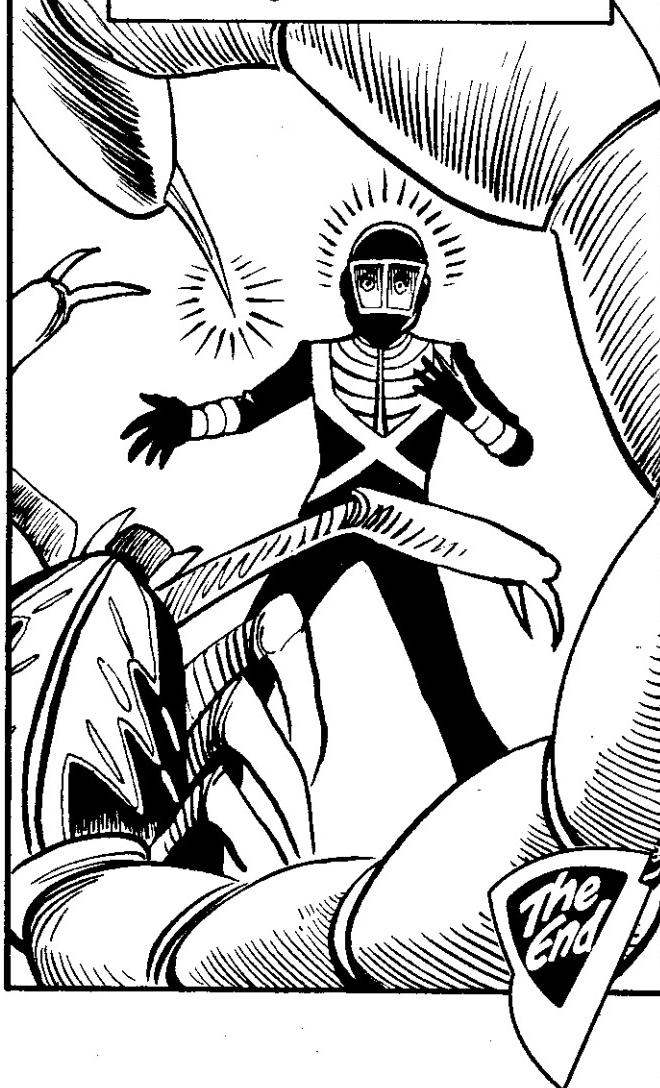
You must go in the opposite direction that the suns move. When you saw the suns rising, they were coming from the direction you want to go to.

Go left? Turn to page 52.

Go right? Turn to page 48.

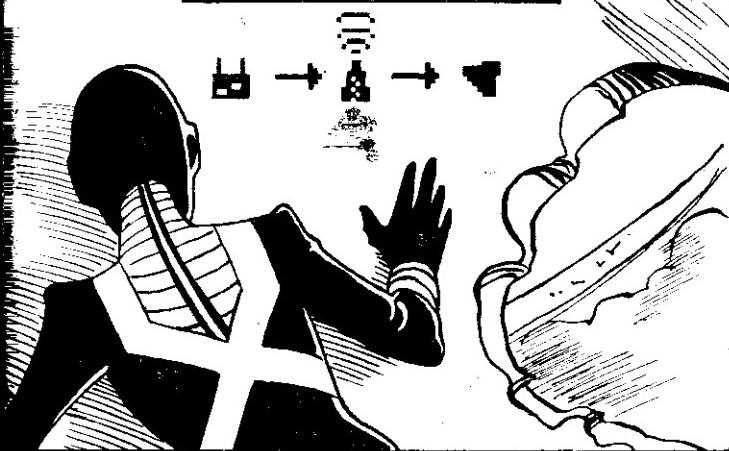
Be careful! This is tricky.

The giant scorpion attacks!
Its sting will be fatal.



You enter one of the tunnels. After you go along a while, you see more picture writing. You see holes in the wall that were probably made by monsters, but you don't see any monsters.

Your scanner helps you read the writing. It says:
"Signal controller will activate tower so that space radio can warn Spy Center of danger."



If you can find the signal controller, then you can call Spy Center and tell them what has happened to you.

Turn to page 40.

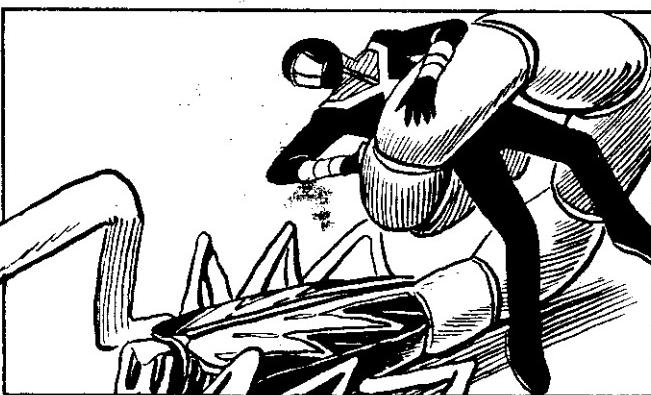
Sorry, Spy! You had the wrong idea. A monster suddenly swings out and grabs you. It has an idea, too. It thinks you look delicious.



The tunnel you chose leads you to a large room. There are holes broken in the walls. Suddenly a scorpion monster blocks your path. You try your stun threads, but they don't work! They *should* stun any living animal.



Before you can get away, the monster grabs you with its tail.



Instead of stinging you, the scorpion throws you out one of the holes in the wall.

Turn to page 64.



You find the correct tree and eat some of its leaves. Soon you feel better. You now have 19 hours to find your ship before Doorna's air poisons you.

You feel the sting of an insect. Where is the kayjay? You haven't seen it since the tiny monster attacked you.



You look at the forest trees carefully. Is the kayjay in sight? Which way should you go to meet it?

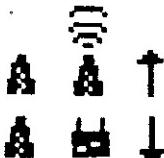


**Is it on the right? Turn to page 63.
Is it on the left? Turn to page 92.**

Check page 43 if you don't remember what the kayjay looks like.

You enter one of the tunnels. After walking a long time, you come to a room that has picture writing on the wall.

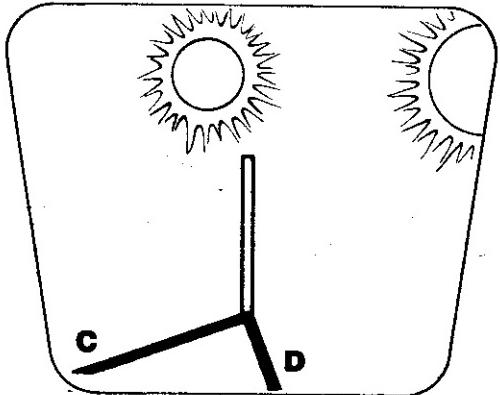
Your scanner helps you to read it:
"The part of the tower that sends the signal is at the top. The part of the tower that controls the signal is at the bottom."



If you can find the signal controller, you can call Spy Center yourself and you can tell them what has happened to you and what you have seen.

Turn to page 44.

Good thinking, Spy! You figured out that Doorna's suns are moving to your right.



So you go left. You set your scanner so that it will now tell you if you are going in the direction that you hope leads to the X-craft.



You come to a marshy area. Flying insects swarm around you. Their tiny stingers can get through the mesh of your suit! The stings are painful. You stumble forward and see a batwing creature sitting on a fallen log. It has a hungry look in its eye.

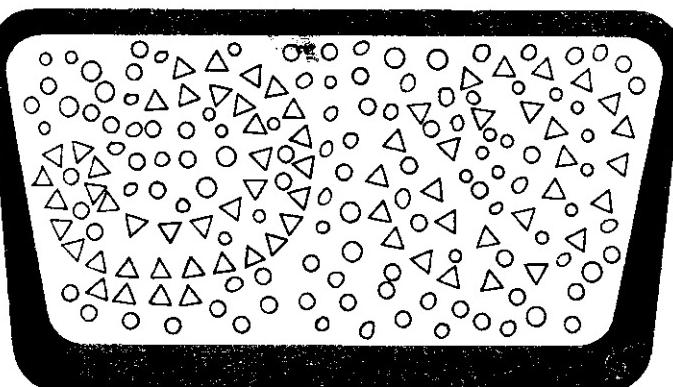
You've been attacked by monsters, you'll die in 23 hours if you don't get back to your ship, and you're being eaten alive by insects! Is this batwing creature out to get you, too?

Turn to page 43.

Back inside the tower, you check out your surroundings. The air is filled with dust, and the walls are shaking. You can hardly see! You turn on your scanner.



It tells you that the giant scorpion is following you! It's climbing through the hole you came in by. Your scanner also tells you that there is a round doorway that leads out of the room. The scanner shows you two pictures. One is the doorway. The other is the scorpion, with its tail curled up.



Triangles outline the shape of the door and the scorpion. Which side of the room is the door on?

**Left? Turn to page 46.
Right? Turn to page 27.**

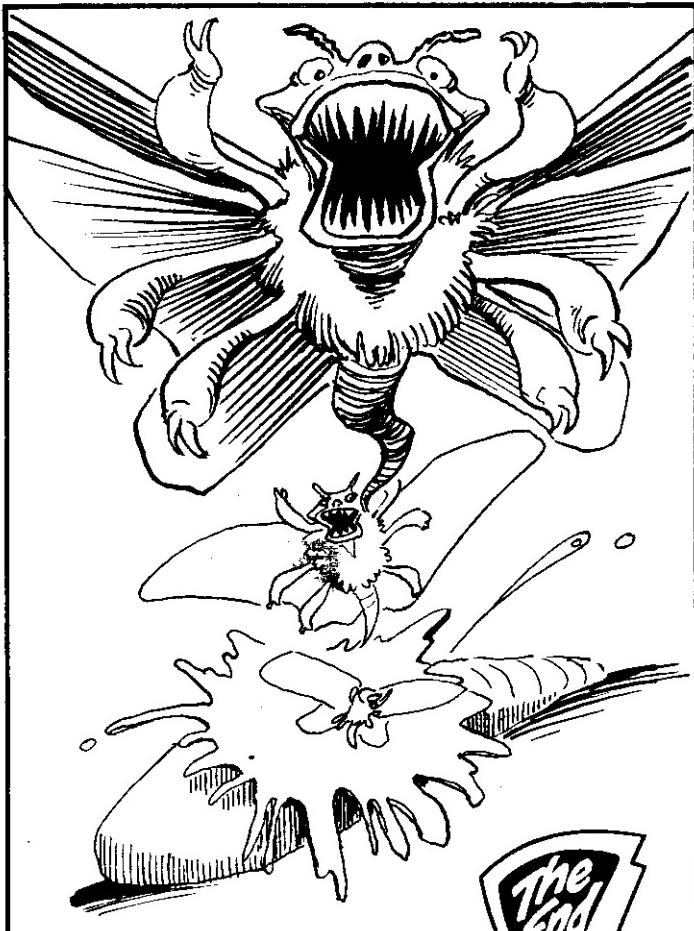
Well done, Spy! You made the rubber tree straighten up by pushing the spot at the inside of the bend. You start climbing out of the hole, but as you do, you hear a high-pitched sound.



A monster is coming at you.
Get ready to fight!

Turn to page 89.

You did something wrong! The pod breaks open, and a monster comes out!



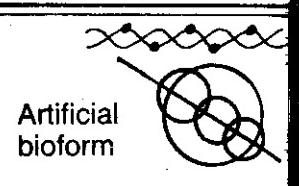
After it has been asleep, all it can think about is breakfast! You are on the menu: toast, juice, and Interplanetary Spy.

You did it! The tree grows quickly around the monster! You find vines to wrap around the monster to make sure that it can't get away.



You analyze the monster with your scanner. It is fake! You now suspect that someone has created these monsters to attack the Setali.

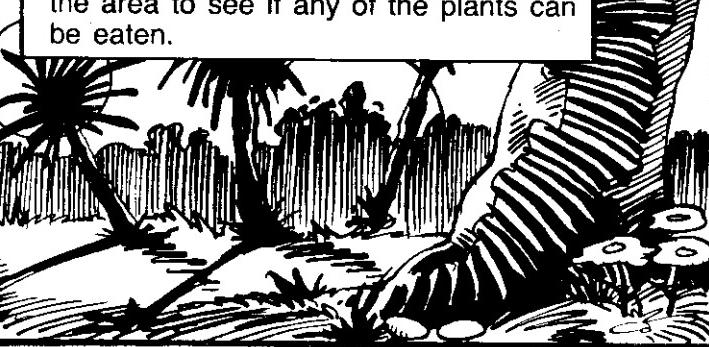
Someone is out to get you, too. You have only 17 hours to find your ship, before the air of Doorna poisons you. You leave the monster tied up and continue on.



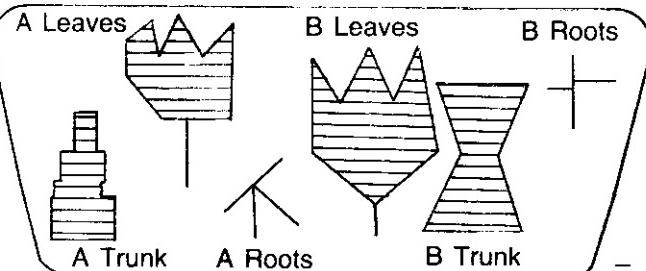
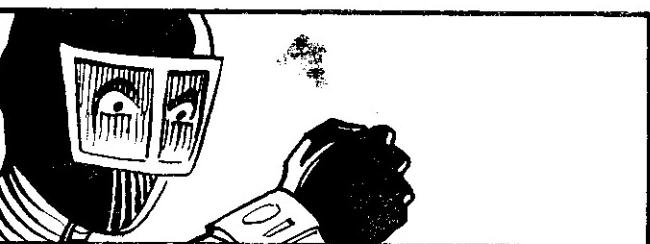
You have a hunch that whoever made these monsters is the same one who stole the signal controller. If you find it, you'll find the monster maker.

Go on to the next page.

It is getting dark and you are hungry. You should find better food than the insects before it gets too dark. You scan the area to see if any of the plants can be eaten.

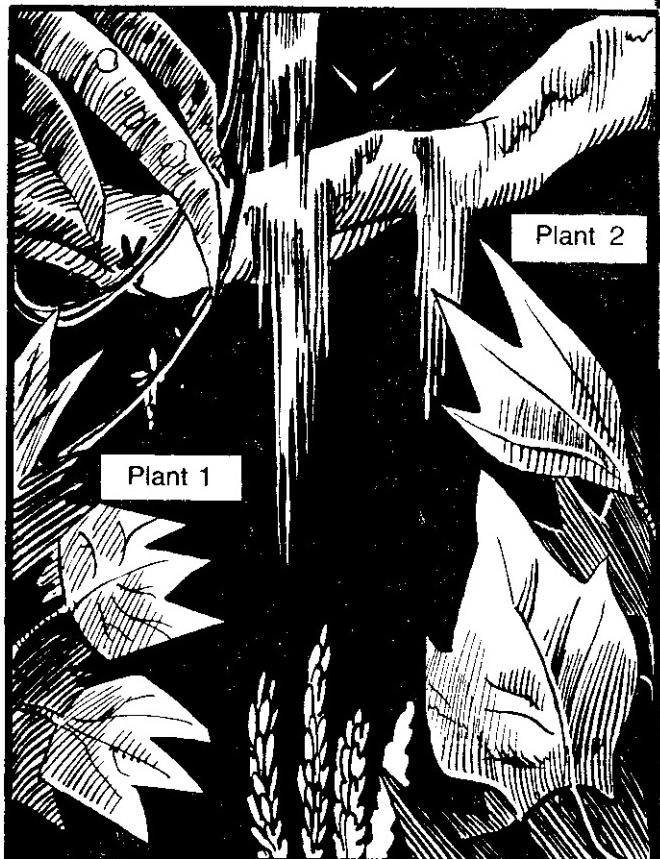


The scanner shows you the leaves, roots, and trunk of two kinds of plants. You can eat the ones marked A, but the ones marked B will poison you.



Turn to page 58.

You start looking for the right combination of leaves, roots, and trunk. Which leaves do you eat?



Plant 1 ? Turn to page 90.
Plant 2 ? Turn to page 79.

Check page 57 if you're not sure.

You decide it is a reptile. Your scanner sends out soothing musical tones so that the creature will know you are friendly.



The creature responds! It lets you pet it. You watch your new friend as it zaps insects with a stinger on its forehead. It is zapping the same kind of insects that have been stinging you. Your new friend will be useful for keeping the biting insects away.



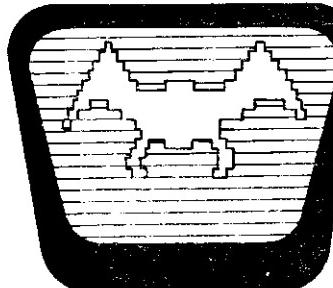
The creature also snatches a certain kind of insect out of the air with its tongue. You are hungry and decide to see if you can eat them too!



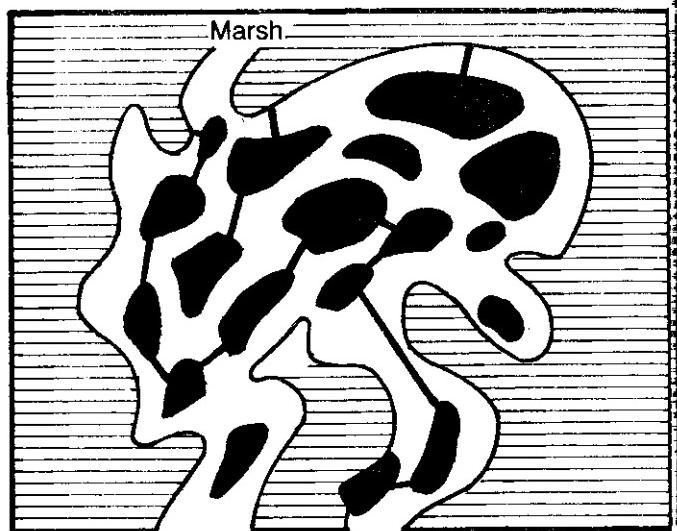
The insects aren't very tasty, but at least you won't starve.

Turn to page 60.

Your scanner has a computer number for the creature: B-3-66-KJ3. You decide to call it a "kayjay" for short.



You must cross the watery area. Which way do you go?



Start here?
Turn to page 39.

Start here?
Turn to page 78.



The kayjay perches on your shoulder and you walk on. You scan ahead. There is a marsh nearby!

You just don't have a green thumb, Spy! The tree grows the wrong way and doesn't trap the monster. The monster gets you!



You follow the burning smell. After a long time, you come to a jungle clearing. This is where the X-craft crashed. Your ship has been smashed to pieces. How could you have survived a crash like that?



The ship must have been smashed after it crashed. You now have only 15 hours left before you are poisoned by Doorna's air.

Turn to page 101.

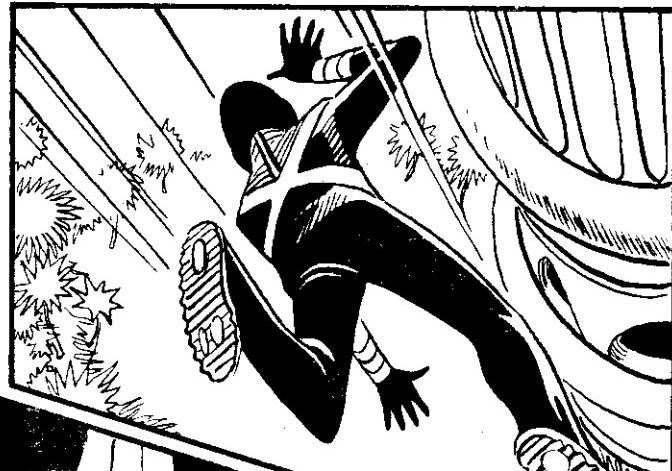
You walk into the jungle, looking for the kayjay.



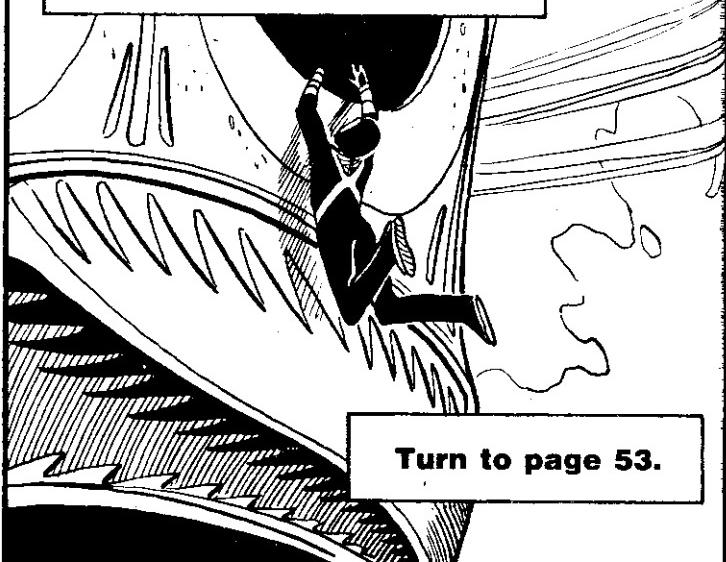
But instead of a kayjay, you find a monster that is half plant, half animal. Unfortunately, the half that is animal is fond of Spies!



You are falling outside the tower!
You think fast. You see a window ledge below. Maybe you can grab it.



You got it!
Your Spy training has saved you.
You pull yourself inside.



Turn to page 53.

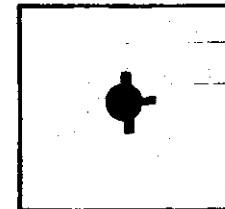
Monsters come in all sizes on Doorna! Your scanner tells you that the monster injected you with a quick-acting poison. You have 20 hours left before Doorna's air poisons you, but the monster's poison will kill you in only two hours! You must find an antidote.



You notice that there are dead animals nearby that the tiny monster has already killed. Your scanner analyzes the poison in your arm.

Your scanner tells you that the antidote for the poison can come from a special molecule that can lock into the three branches of the poison molecule. It shows you two possible molecules.

Poison molecule



Molecule A



Molecule B

Which molecule can lock into the three branches of the poison molecule?

Molecule A? Turn to page 88.

Molecule B? Turn to page 79.

Your only weapon is the stun-thread gun and that has no effect on the monster. Maybe you can use the trick you learned a few moments ago to wrap the monster up in a tree!



The monster is crouched next to a tree just like the one that got you out of the hole. It's getting ready to leap at you. You must hit the tree in the right places so that it will wrap around the monster.

The tree will grow heavier where you hit it with your stun threads. Where should you hit the tree to cause it to bend over and wrap around the monster?

**A C E G I? Turn to page 56.
B D F H? Turn to page 61.**

You chose the wrong tree and wasted too much time finding it! You are getting weak! The poison from the monster is affecting you fast!



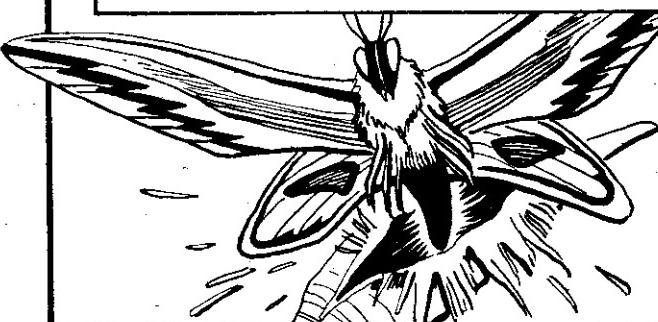


You send the signal that is a combination of your scanner's signal and the signal coming from the object.

It works! The object begins to split open. You stand back.

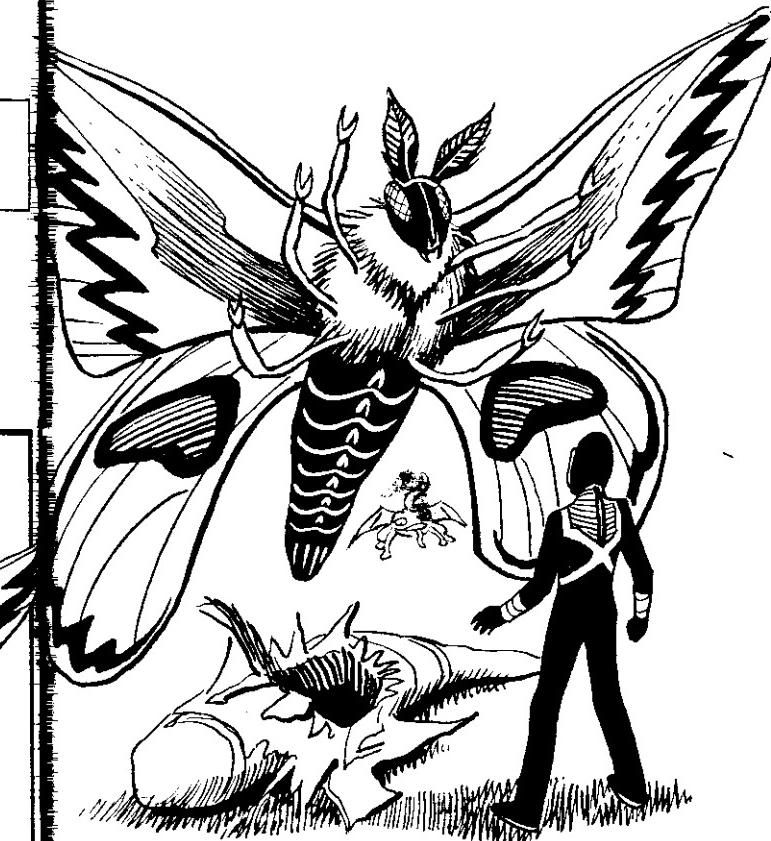


A creature that looks like a giant moth comes out! It reminds you of moth creatures you saw in the picture writing on the walls of the tower. Could this possibly be one of the Setali?



Go on to the next page.

The moth opens its wings and looks at you. It is very large.

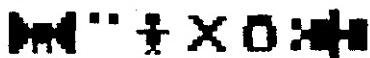


The kayjay does not seem afraid. The moth creature hovers over you. How can you communicate with it?

Turn to page 70.

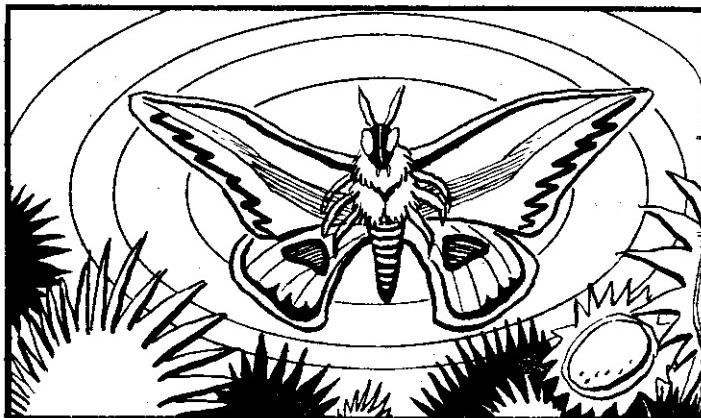
You begin to hear words—in your mind! The moth is speaking to you by direct mind contact.

The words create pictures in your mind. The pictures are the same as the ones that you saw on the tower walls! This must be a Setali!



"Greetings," says the moth. "I can tell that you are not a bad one. . . . You are similar in shape to the one who attacked us, but you are different."

You speak to the moth. "My code name is LIFESEEKER. I have come from Spy Center to help you fight the monsters."



Go on to the next page.

The moth tells you that it is the only Setali left on Doorna. Then it tells you what has happened.



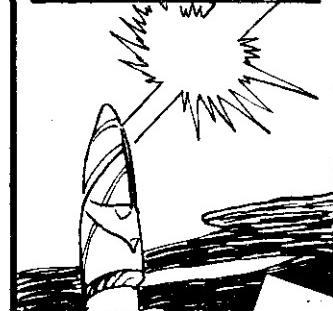
"Many double-suns ago, a giant alien came to this planet. —



"He attacked our people. He was aided by monsters of a kind we had never seen.

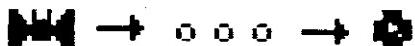


"We tried to use the space radio tower to warn Spy Center of the danger, but the giant cut off the signal."

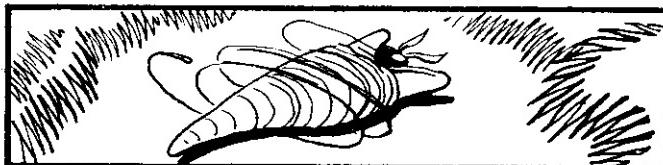


Turn to page 72

"All the other Setali flew to our nearby moon, which we call Ormal. There is air between the moon and Doorna's surface.

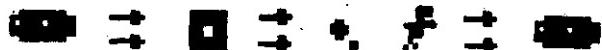


"I am the oldest Setali. I could not fly to Ormal, so I spun a pod and went to sleep."



"I sent out a mind message, calling for help. That is why you stumbled over me."

The old Setali's story is interrupted by a roaring noise behind you. Quickly you turn around.



Go on to the next page.

A giant monster attacks! This monster is bigger than any you have seen! Your stun threads won't work. You must do something or it will hurt the old Setali.

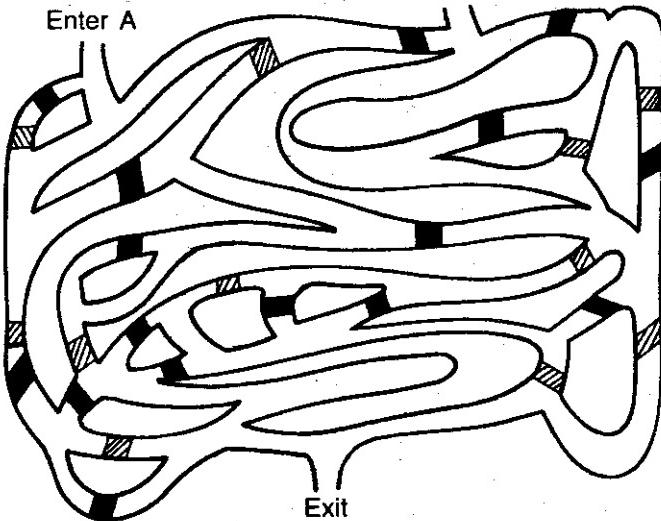


Turn to page 74.

You are sure that this monster is fake, too, but it looks even deadlier than the others. You scan the surrounding jungle.

Some plants are big and will wrap around only big things, like the monster. You can run under them.

Enter A



Exit

The monster will chase you. If you can lead it past three plants that wrap around it, you will slow it down enough for you to trip it with vines. You cannot retrace your path. Which way should you go?

Enter A? Turn to page 103.

Enter B? Turn to page 82.

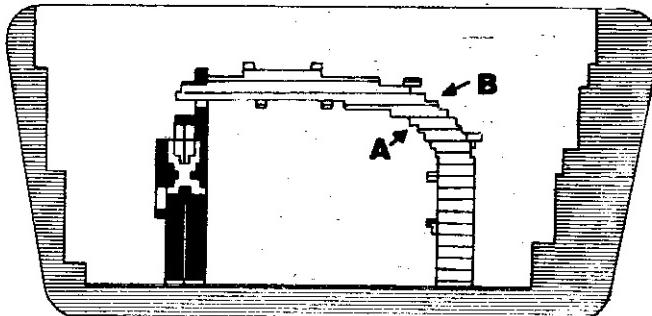
You must be extra alert from now on. You activate your uniform's camouflage unit and blend in with the jungle leaves. You continue toward your X-craft.



As you walk across a clearing, the ground beneath you suddenly gives way. You fall into a hole!

You can't climb out. A bent-over rubber tree is growing in the hole. Can you straighten it out so that you can climb up it and get out of the hole?

Which spot should you push to make the tree straighten up?



Spot A? Turn to page 54.
Spot B? Turn to page 48.

Good, Spy! On your scanner screen, the position of the tower moved from left to right, but the stars moved from right to *left!* You start walking through the darkness.



You trip over something in the jungle!



You analyze the strange-looking object with your scanner. Inside, something is alive.

Go on to the next page.

It looks like the pod you saw in the picture writing on the tunnel walls of the tower!

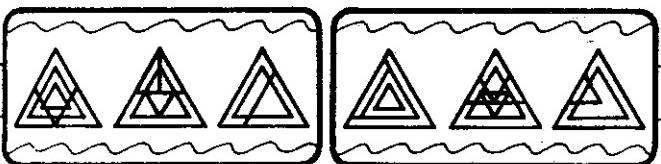
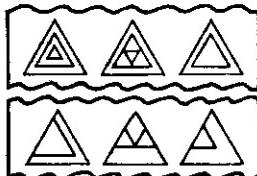
Your scanner picks up a signal coming from inside. If you can reply to the signal, you may be able to find out more about whatever is inside.



You decide to send a signal along with a copy of the signal coming from inside the pod. That way, whatever is inside the object will know you received the signal.

This is the signal coming from the object:

Your scanner sends a signal like this:



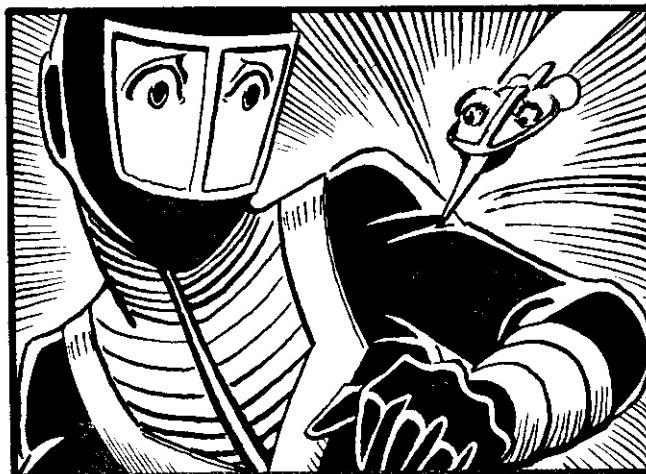
Which of these two patterns is the combination of your scanner's signal and the signal coming from the object?

**Pattern A? Turn to page 55.
Pattern B? Turn to page 68.**

You manage to cross the marsh just before the tide comes in. The kayjay protects you from the biting insects. You now have 20 hours left before Doorna's air will poison you.

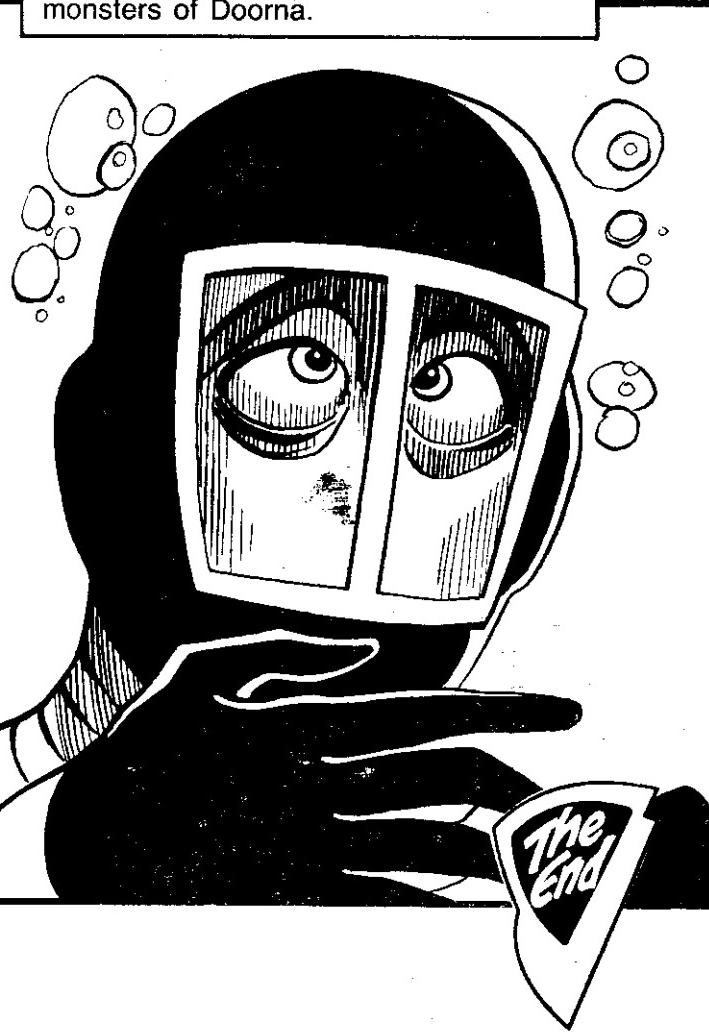


Suddenly you feel a sharp pain in your arm. A small needle-nosed monster is jabbing you in the arm!



You quickly grab the monster and throw it to the ground. You crush it with your boot.

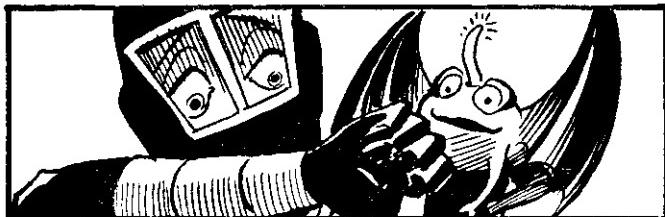
You find yourself growing weak! The poison is taking effect. Everything is spinning around. You have failed. You were not able to stop the monsters of Doorna.



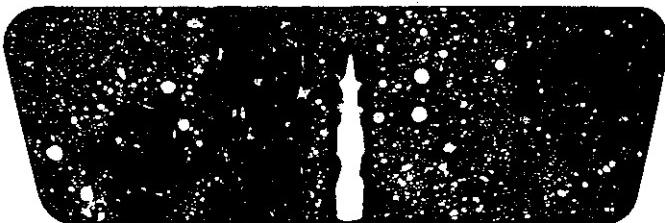
Turn to page 65.

You must now go in a different direction. Your scanner needs to be reset. It was tracking the twin suns of Doorna, but the suns have both gone down.

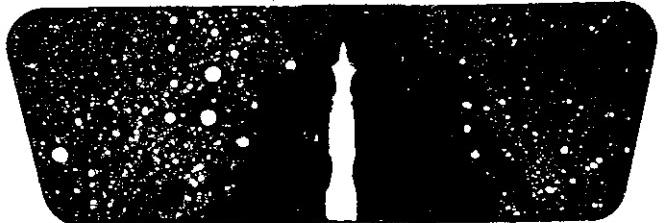
Your scanner tells you that the controller is in the same general direction you have been going. If you can find the giant tower, you can go in the opposite direction.



You must use the stars! You can't see the tower, but it is there. You scan the stars and wait. This is the scan:

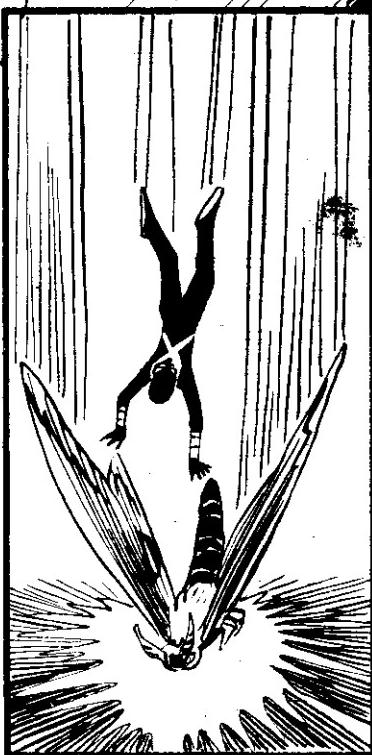


You wait a few minutes and scan the sky again. The tower covered up certain stars, and now it is covering other stars. Which way did the stars move? Go in that direction.



**Left? Turn to page 76.
Right? Turn to page 91.**

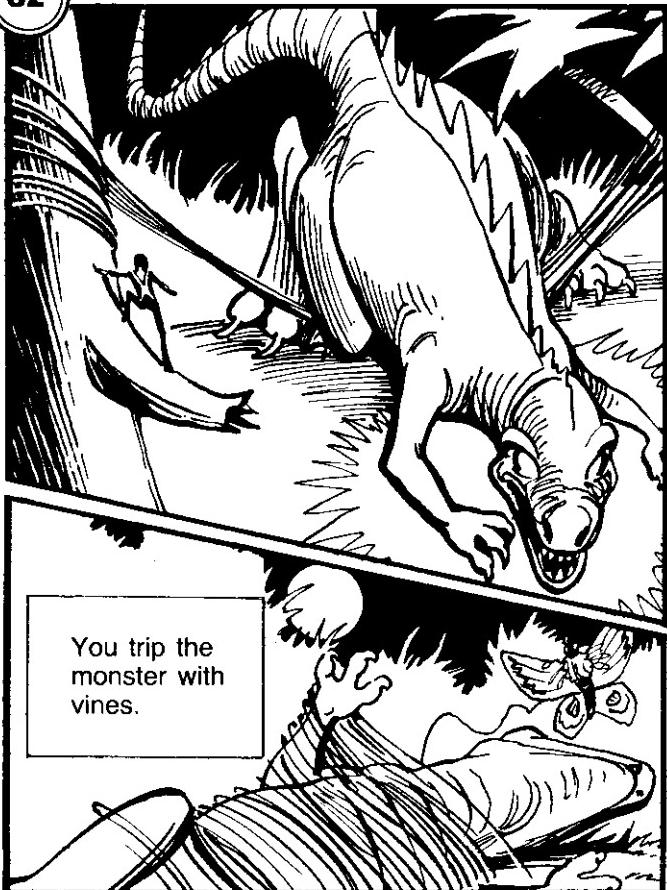
You weave the stun thread across the hole in the old Setali's wing.



You get on the old Setali's back. It flies upward. The hole tears again. "I can't control my wings," shouts the old Setali. You both fall to the ground!



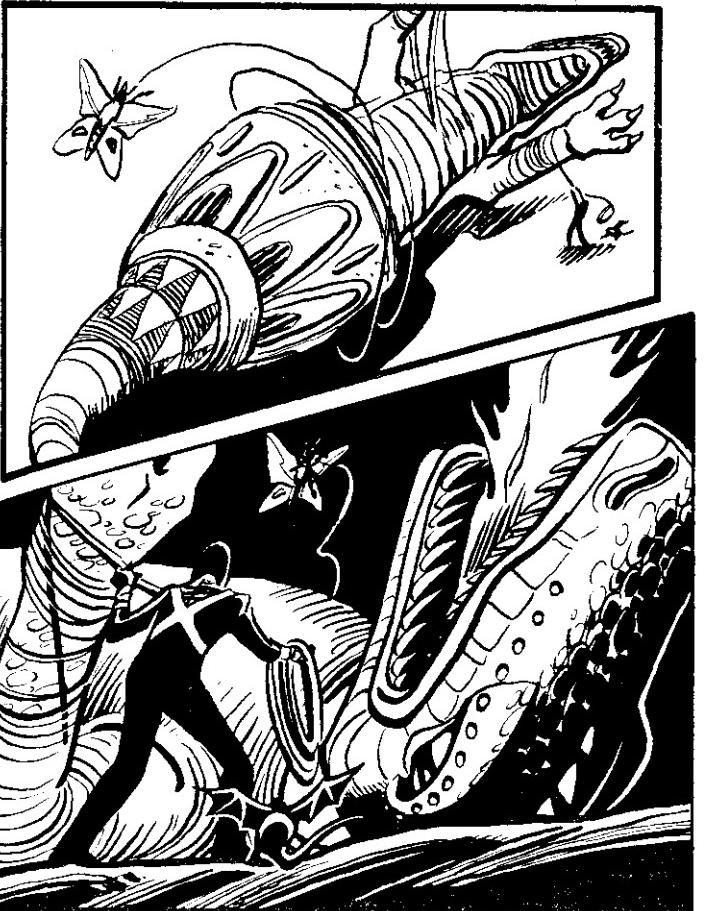
The plants slow the monster down.



Before the monster can get back up, the old Setali shoots out webbing, which wraps around the monster.

The moth wraps more webbing around the monster while you and the kayjay stay out of the way. Your scanner tells you that you have only have 12 hours before Doorna's air poisons you. **Go on to the next page.**

The old Setali continues to shoot out more webbing. The monster struggles, but the webbing holds.



Turn to page 84.

Suddenly the monster breaks free! You and the kayjay jump back, and the old Setali flies into the air. But instead of attacking, the monster runs away!



You scan the monster's tail as it runs away. You aren't surprised to find that the monster is fake. Wait! The scan shows that the tail is hollow.



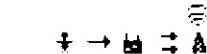
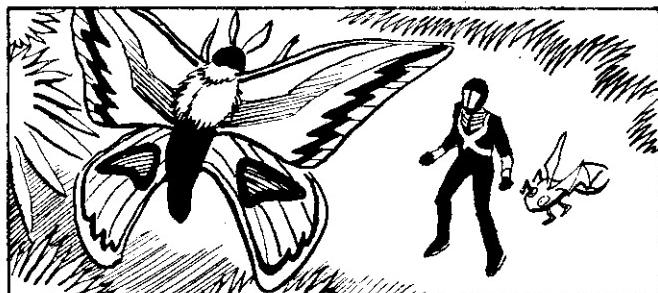
BODY SCAN: MONSTER FAKE DNA, CREATED



TAIL STRUCTURE:
HOLLOW

Go on to the next page

For a while, everything is quiet. You tell the old Setali that the monsters are fake. You also tell him that you must find good air—you check your scanner—in 10 hours, or you will be poisoned.



The old Setali tells you that if you can get the signal controller back to the space radio tower, you can be beamed to anywhere in the galaxy.



You tell the old Setali in which direction the monster has gone.

Turn to page 86.

"That direction?" says the old Setali.
"That is where the pool of living matter is, beyond the crystal forest! I will fly you."



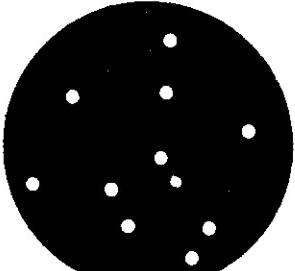
You and the kayjay get on the old Setali's back. Moments later, you are flying through the night sky of Doorna. The moon, Ormal, has come up now.

Go on to the next page.

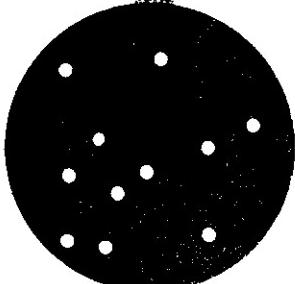
Now that you are flying, you must adjust your scanner to make sure of your direction.

There is one star that doesn't move. All the other stars rotate around it. You must go in the direction that these stars rotate.

You look at a scan of how the stars looked a few minutes ago:



This is how they look now:



You must find out which star doesn't move, while the other stars rotate *around* it. Then your scanner can set your direction. Go in that direction.

Clockwise? Turn to page 107.
Counterclockwise? Turn to page 102.



Good! You picked the molecule that will lock onto the poison.
Your scanner tells you that one of the jungle trees contains this molecule. The tree you need has three leaves on a stem, rough bark, and roots that come in pairs.



You see two trees that might be the ones you need. Choose one and eat the leaves before the monster's poison makes you too weak to move.

Left tree? Turn to page 67.
Right tree? Turn to page 50.

The monster attacks! You fire stun threads at it.



The stun threads hit, but they have no effect. A real animal would have been knocked out. The stun threads didn't knock out the giant scorpion either. What kind of monsters are these?

Maybe these monsters are all fake! Even if this one is, it can still attack you!

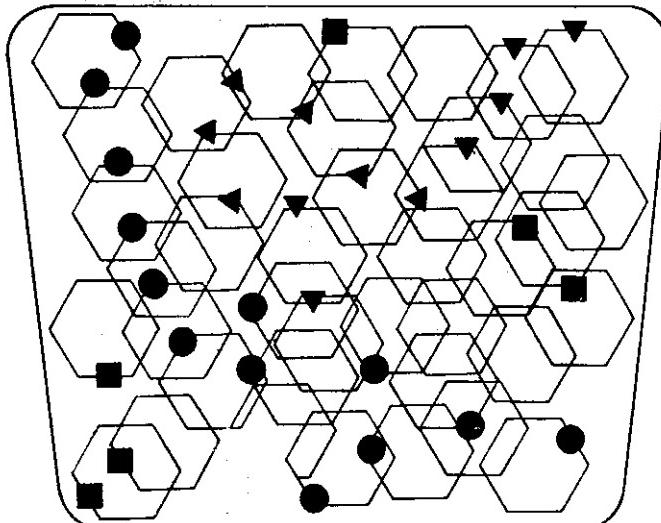
Turn to page 66.

The leaves are tasty, and they satisfy your hunger. You offer some to the kjay, but it prefers insects.

You now smell something burning. You use your scanner to track the burning smell. When your ship crashed, it may have started a fire.



Your scanner picks up two different fires. One is natural; one is artificial. You must follow the artificial one, because it may be from your ship.



The artificial smell is shown on your scanner by twelve of the same shape.

- Is this the shape? Turn to page 93.
- ▲ Is this the shape? Turn to page 62.

It is getting so dark you can't see. But if you stop and rest, more monsters may attack.



You fall into a pit! The sides are too steep for you to climb out, and there are no trees that you can use. But you are not alone. Something slithers toward you.

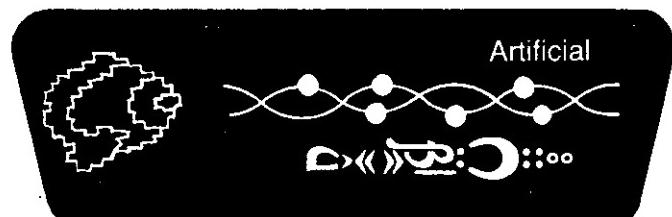
You find the kayjay! Without your little animal friend, you would have no defense against the insects.



Once again, you feel that you are being watched. It is the same feeling you had in the tower. You spin around and see a strange flying creature. It looks like a flying eye!



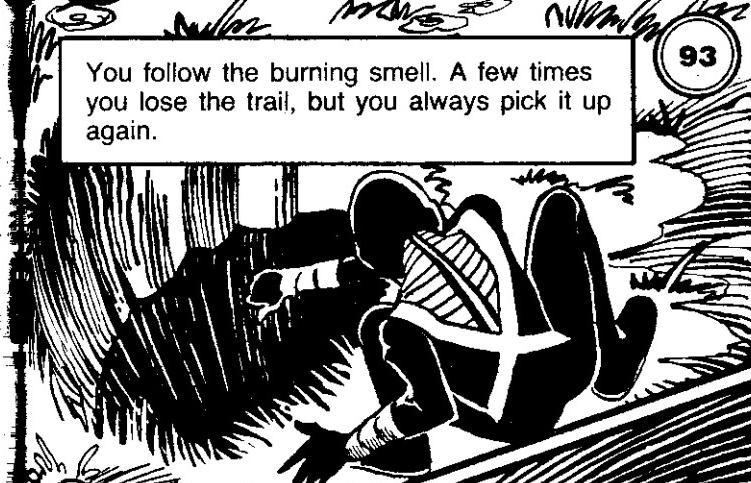
The kayjay zaps the eye with its stinger and knocks it out of the air. You analyze it with your scanner. The creature is fake! Someone created it, but who?



Was it created to spy on you? When you felt you were being watched, was it the flying eye that was watching you?

Turn to page 75.

You follow the burning smell. A few times you lose the trail, but you always pick it up again.



The burning smell is coming from a hole in the ground. Did someone bury your ship?



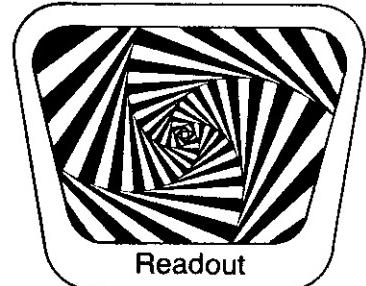
You crawl into the hole. Inside it is brightly lit. The light is coming from a monster that breathes flame. Before you can get away, it toasts you like an Interplanetary Marshmallow.

The End

You fix the old Setali's wing. It thanks you as you get up on its back. The old Setali flaps its wings and rises into the air. It carries you and the kayjay into the night sky.

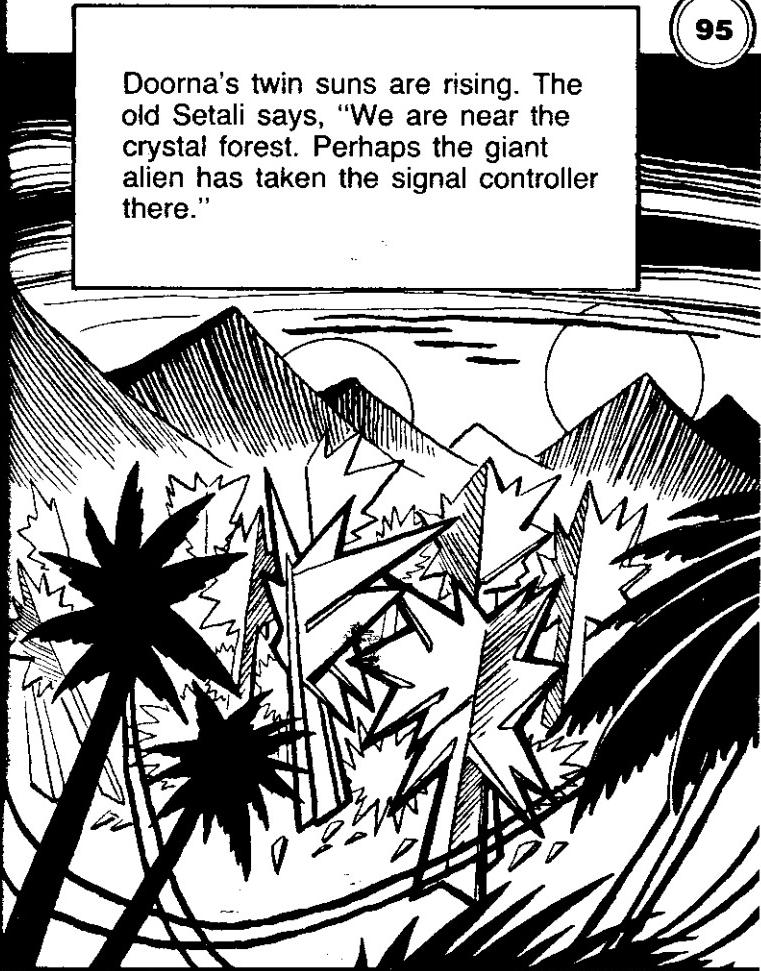


For the first time your scanner detects the signal controller. You see its signal. "We are very near it," you tell the old Setali. You hope so, because you've only got 7 hours before the poison air of Doorna gets you.



Go on to the next page.

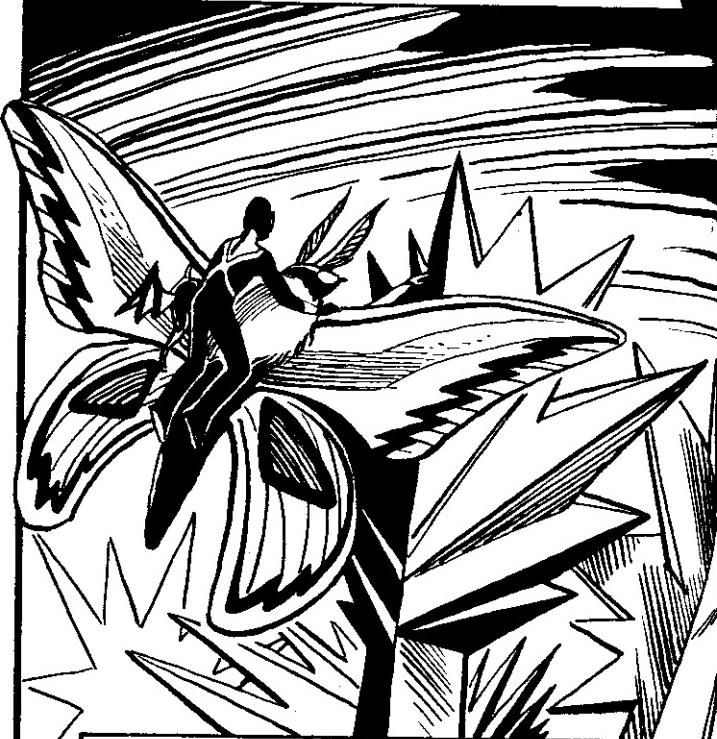
Doorna's twin suns are rising. The old Setali says, "We are near the crystal forest. Perhaps the giant alien has taken the signal controller there."



You hear musical sounds. The old Setali answers the question in your mind. "The sounds come from the crystal forest. The wind blows through the trees and makes music."

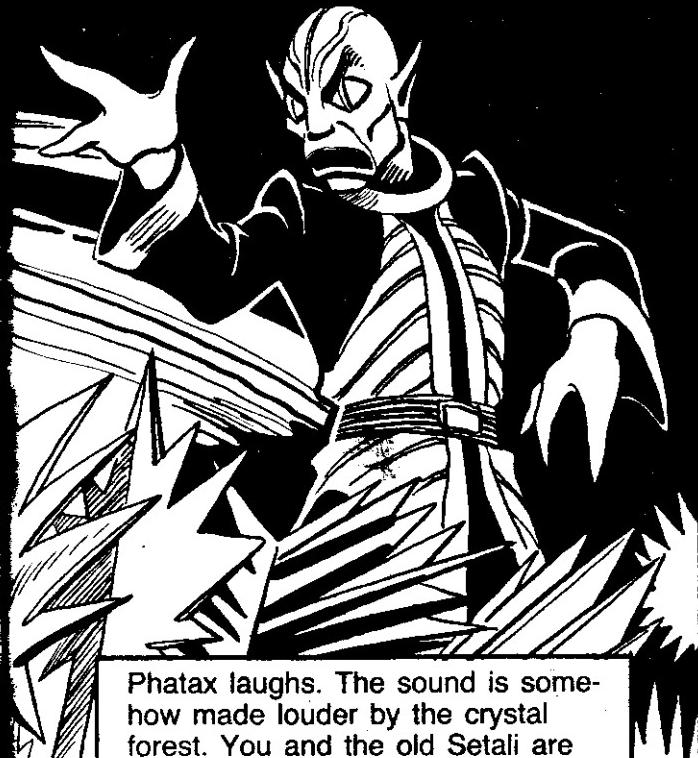
Turn to page 96.

Now you see the Kirillian giant towering over the crystal forest! "It's Phatax!" you shout in surprise. How did he get here? He should be in prison for his crime of kidnapping Prince Quizon of Alvare!



It must have been his foot that smashed your X-craft! The old Setali speaks. "You know this giant? Can you stop him?"

"I have been waiting for you, Interplanetary Spy!" shouts Phatax. "You fell right into my trap!"



Phatax laughs. The sound is somehow made louder by the crystal forest. You and the old Setali are shaken by the force of Phatax's laugh. "We must land!" says the old Setali. "He controls the crystal winds."

Go on to the next page.

Turn to page 98.

The force of Phatax's laughter is so strong that it knocks you and the old Setali out of the sky!



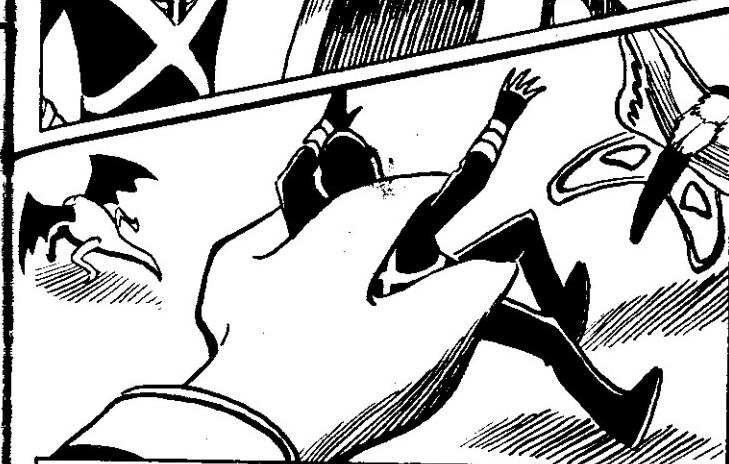
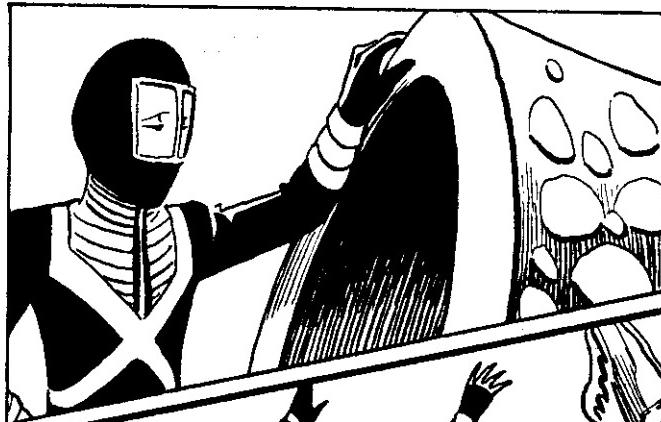
You land roughly but are not hurt. You see the claw of the fire-breathing monster that attacked you a few hours ago. Did Phatax make the monster?



You hear the shattering of crystal as Phatax walks through the forest. You must think of some way to stop him.

Go on to the next page.

You take a quick scan of the claw of the fire-breathing monster. It is hollow. The inside of it is shaped like a three-fingered Kirillian's hand!

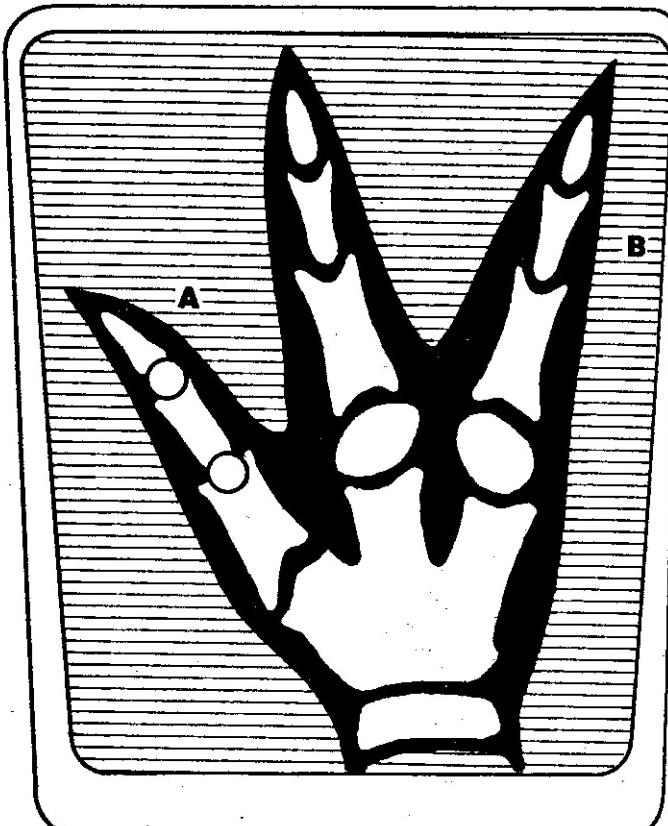


Phatax is coming! The old Setali flies away and the kayjay hides under a crystal bush. Before you can escape, you are grabbed by the same kind of three-fingered hand. Phatax says, "I will enjoy crushing you to bits, Interplanetary Spy!"

Turn to page 100.

100

This is a scan of Phatax's hand. You are in his grip.



Phatax has three fingers. The finger with the most bones in it is the weakest. You may be able to force Phatax's hand open if you push hard on the weakest finger.

**Do you push finger A? Turn to page 104.
Do you push finger B? Turn to page 113.**

101

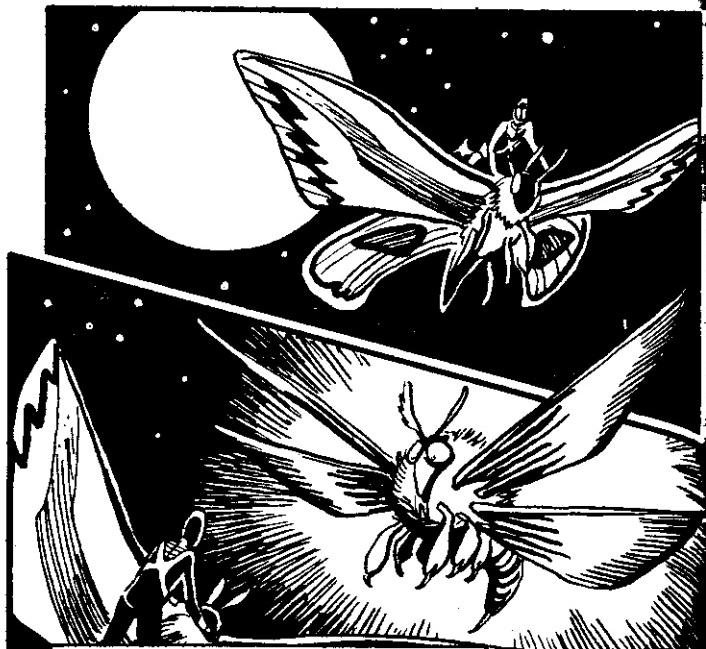
You take a careful look at the area around your smashed ship. You see that your ship was crushed by a giant foot, much bigger than the foot of any monster you have seen. It looks like a Kirillian footprint!



Now you really need to find the signal controller. Calling Spy Center won't help, but if you can call the Setali, they may be able to help you get away from Doorna before you are poisoned. It is getting dark now.

Turn to page 80.

The old Setali flies according to your directions. You should be nearing the signal controller, but your scanner picks up nothing.



Maybe you went in the wrong direction. Just as you are about to turn back, you hear the old Setali scream! You see a four-winged monster flying toward you. Because he has to carry you, the old Setali cannot fly away fast enough. There is nothing you can do to avoid the monster's claws.



You went through the wrong jungle path. A plant grabs you and holds you until the monster can get you.



You can hear it laughing! How can a monster laugh? You will never know, because it will fry you with its flame breath.

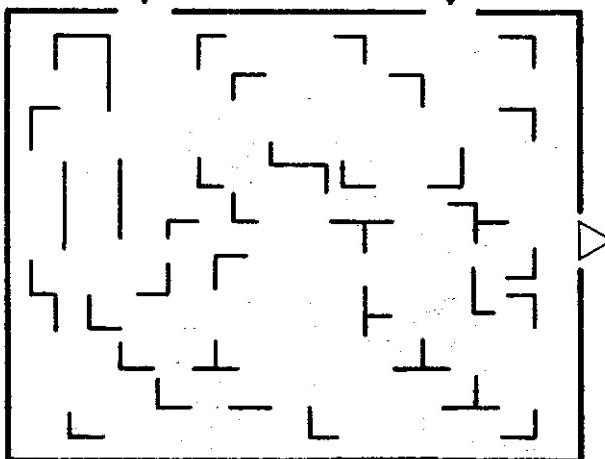
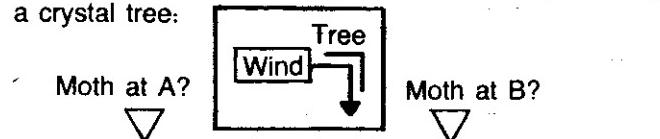




Phatax's fist opens! You fall to the ground. Phatax tries to crush you with his foot, but you run into the crystal forest.

Your scanner analyzes the wind pattern of the crystal forest. If the old Setali can flap his wings at the correct place, the force of the wind will be increased a hundred times by the crystal trees! The force of the sound will knock Phatax out!

The wind's direction changes like this whenever it hits a crystal tree:

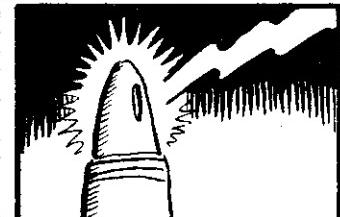
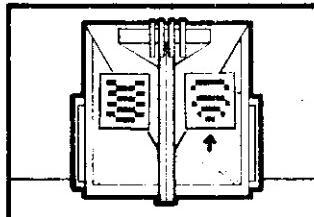


Quick! Send a mental command to the old Setali and tell him where to flap his wings.

Point A? Turn to page 115.

Point B? Turn to page 108.

You did it! The signal controller turns the tower on. The Setali will hear the signal and come back from Ormal.



Wait! You hear a triumphant shout behind you. It is Phatax. He has broken free. You must stop him before he can get you!

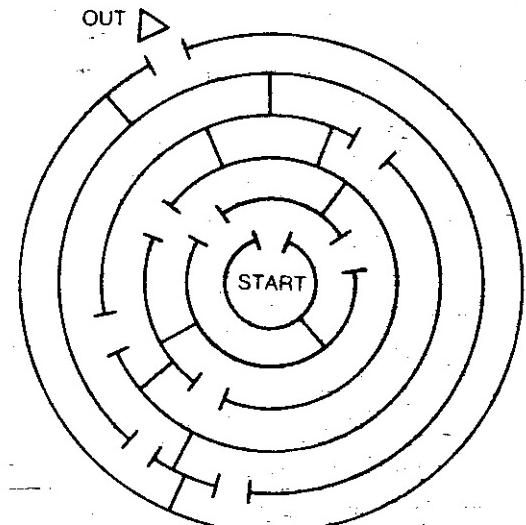


Turn to page 116.

The living matter shoots out of the pool! It wraps around Phatax's body like a jacket. But will you be able to control a giant Kirillian body with such a small box?



You test out the controls of the box. Your scanner shows you a computer picture of a circular grove of crystal trees. You must make Phatax walk through the trees without hitting any of them. If he hits one, it will tear off the jacket and he will attack you.

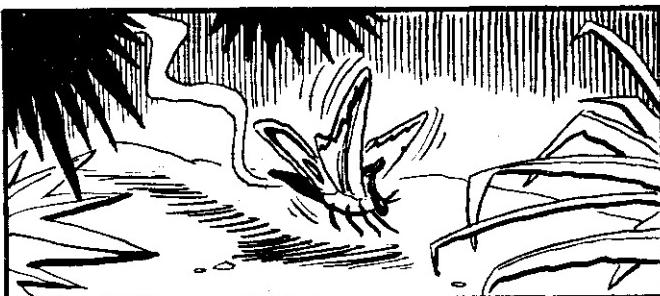


You must start Phatax at the center of the crystal trees and make him walk to the outside. Which way should he *first* turn when he leaves the center?

**Turn right? Turn to page 111.
Turn left? Turn to page 115.**

Good.

The old Setali flies in the direction set by your scanner. After a few minutes, the old Setali speaks. "I must rest. When we fought the fire-breathing monster, I must have torn a small hole in my wing. The strain has made the hole bigger."



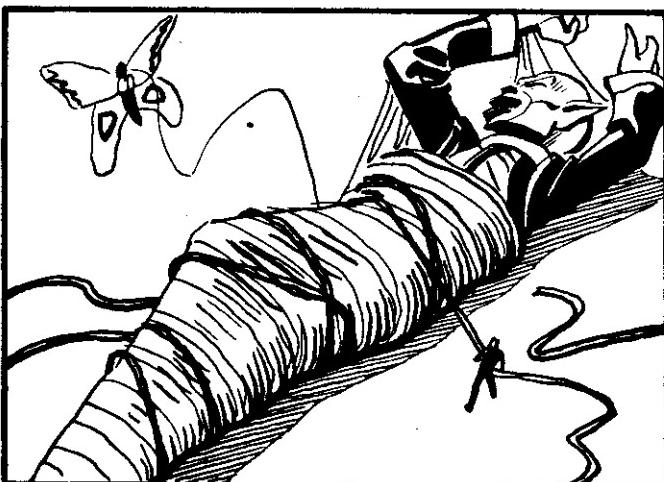
The old Setali flies down and lands. The kayjay tumbles from your shoulder but is un-hurt. You examine the injured wing of the old Setali.



The old Setali flaps its wings at the correct spot. The wind blows so strongly that Phatax is stunned and falls to the ground.



Before Phatax can get up, the old Setali begins to shoot webbing. You and the kayjay weave jungle vines into the webbing to make it stronger. Hurry—you have only three hours before the poison air kills you.



Turn to page 117.

It works! You touch the correct spot, the pod splits open, and the old Setali comes out, fully awake. Putting pictures in your mind, it explains its life cycle.



The Setali live many thousands of years. Their body shape changes. The pattern of change is in a circle.



The Setali start out their life cycle as wingless ones.



After a long time, the wingless ones grow wings and become full-grown Setali.



When they are very old, or very tired, the Setali spin pods around themselves and sleep. The old Setali spun a false pod when it was waiting for you to arrive on Doorna.



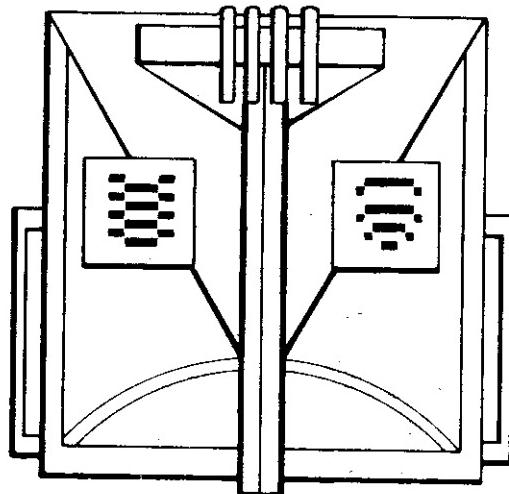
After a while, a Setali's pod hatches, and the Setali is reborn as a wingless one. The cycle repeats many times.

Turn to page 110.



The old Setali is now a wingless one and cannot fly. The change has weakened it so much that it cannot even walk. It says, "You must turn on the signal controller and call the other Setali back from Ormal, Doorna's moon."

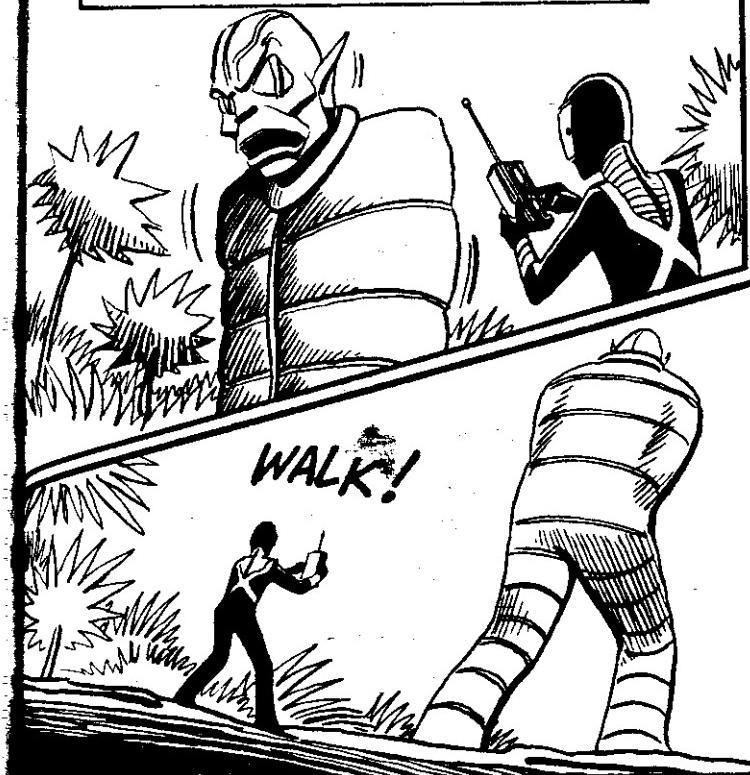
You suddenly receive a strong telepathic message from the old Setali. The message guides you to the controller. It seems to be in working condition.



There are two buttons to push. You have seen picture writing in the tower which talked about the signal controller. Which button do you push? (Check page 47 if you don't remember.)

**Button on right? Turn to page 105.
Button on left? Turn to page 38.**

You are able to control Phatax perfectly. Because the jacket of living matter from the pool covers his body, he must go wherever you tell the living-matter jacket to go.

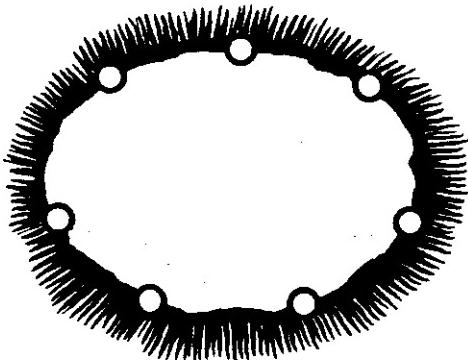


Phatax is your prisoner. He cannot escape from the living-matter jacket. Good work, Spy!

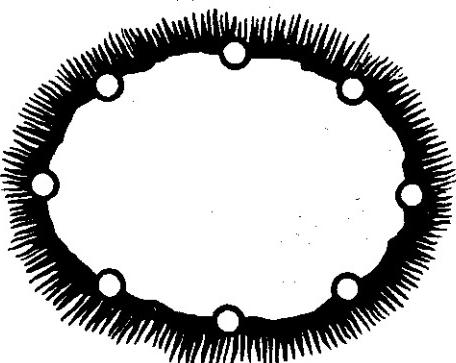
You make Phatax walk back to where you left the old Setali.

Turn to page 118.

You can repair the old Setali's wing with your stun threads. You can weave the hole shut.



Using one long thread, you must weave it back and forth across the hole. To make it strong, you must cross over the hole more than six times, but you can't cross it more than nine times because you don't have enough thread.



Will your one thread weave back and forth seven times or eight times? You must thread it through the points that are marked.

**Eight crossings? Turn to page 94.
Seven crossings? Turn to page 81.**

Your attempt to escape from Phatax's fist is useless. Phatax smiles and says, "I have been waiting for my revenge for a long time."



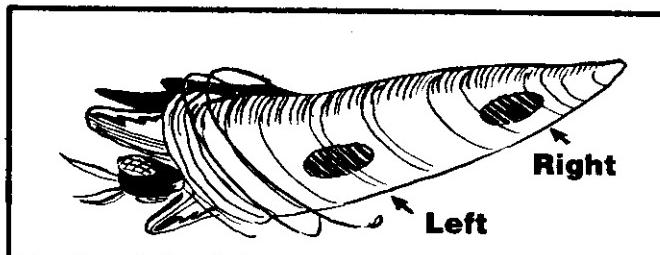
"I attacked the moth-men so that they would call you for help. I spied on you, and hunted you, and now I will crush you as I crushed your ship. I have won!"



Suddenly you stop hearing Phatax's thoughts. Something is wrong with the old Setali. You hear a faint message in your mind. "The strain has been so much that I must make a pod and go to sleep for a thousand years."



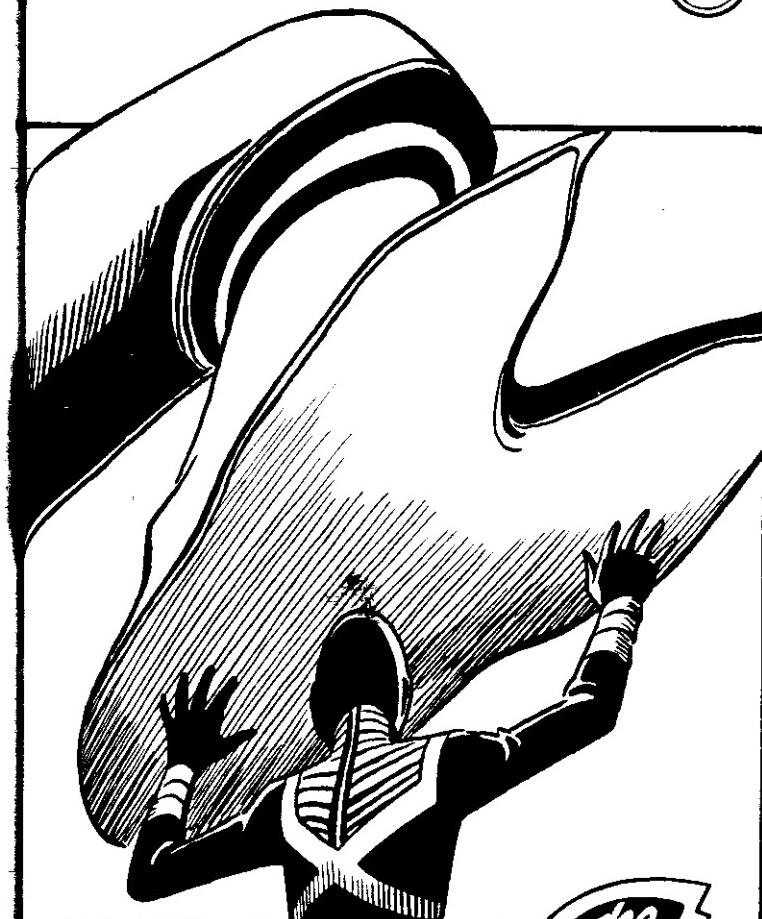
"Stop!" you shout. If the old Setali goes to sleep now, you won't know how to operate the signal controller. You have less than 2 hours before you will be poisoned by Doorna's atmosphere. But the old Setali is already sleeping inside its pod.



You remember that some of the picture writing in the tower was about pods and Setali. Touching one of the spots on the pod will wake up the old Setali. Which spot is it?

Check page 33 if you don't remember.

**Right spot? Turn to page 109.
Left spot? Turn to page 55.**



Your plan fails. Phatax lifts his giant foot and prepares to crush you like an insect. Phatax's favorite vegetable is Spy Squash!



Hurry! Phatax is coming!

You are near the pool of living matter that Phatax used to create the fake monsters. You grab the control box. If Phatax could create a monster around his body, you can create a living jacket for Phatax!



Since the jacket will follow the orders of the control box, you can make Phatax do anything you want. You press the button.



Living matter shoots out of the pool. In seconds it wraps around Phatax.

Turn to page 106.

Phatax struggles to get free. But he cannot. The old Setali reads Phatax's mind and sends you copies of Phatax's thoughts. "I shouldn't have taken off my monster suit. It had flames that could burn through anything."

So it was Phatax inside the last monster you fought! You continue to receive Phatax's thoughts as you tie him up. "The Alvarians put me in an astropison. It hit a space warp and brought me to Doorna by accident!"

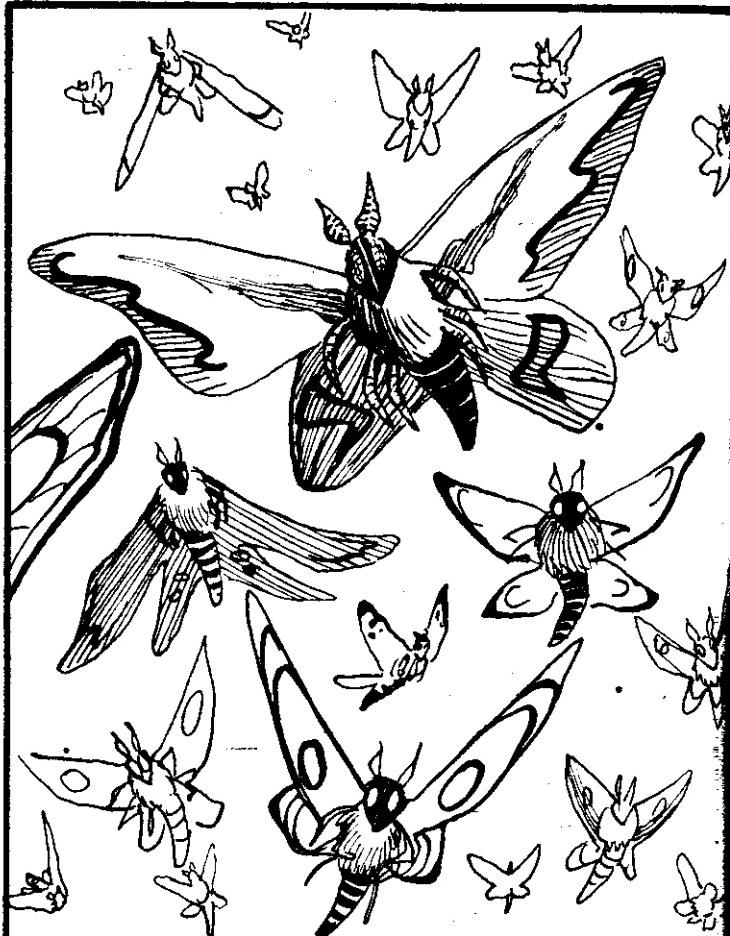


"I found a pool of living matter and was able to make fake monsters by using a control box I made from my astropison capsule. Then I attacked the Setali with the monsters to make sure that an Interplanetary Spy would be sent here to investigate. I wanted revenge on Spy Center for sending me to prison. I shot the Spy down, put the Spy in the tower, and crushed the Spy's ship. I made the last monster big enough so that I could fit inside it. I almost got the Spy!"



Turn to page 114.

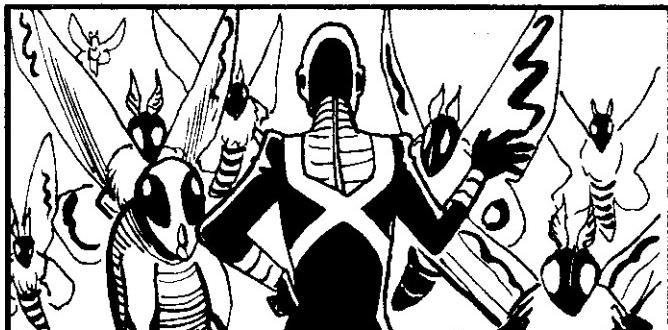
Just as you reach the old Setali, you hear the sound of beating wings. You look up.



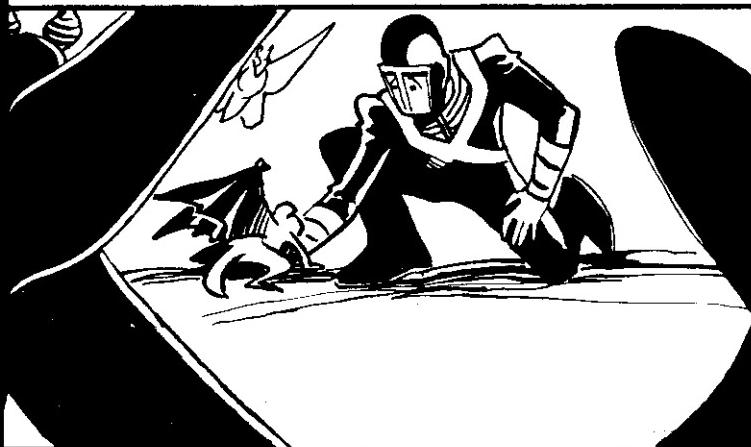
The sky is filled with Setali! They have returned from Ormal.

Go on to the next page.

You check your scanner. You have only a few minutes before the poison air will kill you. "I must leave now or I will die," you explain to the Setali.



They agree to carry you and Phatax to the tower. You have just enough time to say goodbye to the little kayjay. It has helped you. Then you say ~~goodbye~~ to the old Setali.



Turn to page 120.

The Setali fly you and Phatax and the signal controller to the tower. They place you gently on the ground.

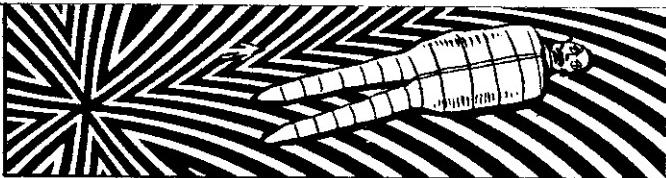


A blue ray shoots out from the top of the tower. You and Phatax are instantly beamed through space to Alvare.

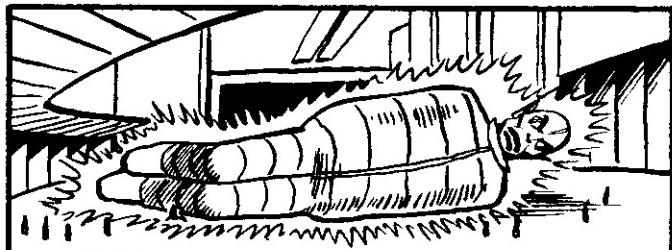


Your bodies travel through space so fast you are not harmed.

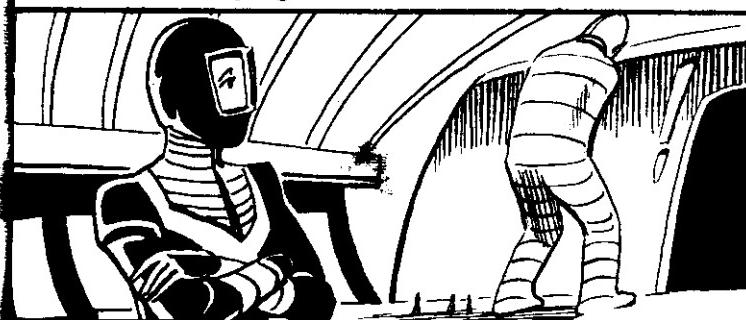
Go on to the next page.



You arrive safely at Alvare. You hand Phatax over to the Alvarian police. Phatax has been defeated once again.



Well done, Spy! Without using your ship, you were able to overcome monsters, track down your mysterious attacker, and survive on your own in the jungle of Doorna.



Your mission is a success! You are the first Spy to have visited Doorna. You were able to protect Spy Center's most important listening post and help the Setali. Best of all, you have captured the galaxy's most wanted criminal, Phatax the Kirillian!

